
TREVOR M. BAKER

SOUND DESIGNER | INTERACTIVE AUDIO | FIELD RECORDING

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Sound designer and field recordist with over 10 years of audio experience, contributions to Half-Life mod projects since 2011, and hands-on implementation in Unreal Engine 5, Wwise, FMOD, and Unity. Founder of ENTHRAUDIO LLC, creating original effects through synthesis, Foley, and field recording. Combines sound creation with Blueprint audio logic, animation synchronization, and interactive music systems.

INTERACTIVE AUDIO IMPLEMENTATION

Multiplayer FPS Kit V1 | Unreal Engine 5 and Wwise

Recorded and designed weapon and reload effects, assembled layered Wwise events, and connected AkEvents to gameplay and animation in Unreal Engine 5. Troubleshoot Blueprint audio logic for suppressed and unsuppressed firing.

Science fiction stealth project | Unity and FMOD

Created and implemented effects, voice, and original music. Transformed recorded frying sounds into laser hazards and sliding shower-door recordings into mechanical doors. Used FMOD horizontal resequencing to move the score between stealth, action, and alert states.

Nightmares | Unity and Wwise

Composed an adaptive score with 24 variations per musical movement, designed effects, and voiced characters. Integrated randomized vertical remixing, blend containers, and RTPC cues for player health and remaining time.

Implementation examples: enthraudio.com/portfolio

ENTHRAUDIO LLC

Founder | Sound designer and field recordist

Create original sound effects libraries for games, film, and other media. Manage recording, editing, restoration, metadata, licensing, and a direct online storefront.

Released Voice of the Machines Vol. I - SOLO: Uline H5440 Straddle Stacker, featuring 235+ sounds recorded at 192 kHz / 24-bit. Record and develop machinery, robotics, and vehicle source material into reusable effects.

SELECTED GAME MOD AND FILM CREDITS

Project Borealis Sound design and creature voice performance.

Chaos Theory Sound design, level design, 3D modeling, and voice acting. Formerly Opposing Force 2.

Raising the Bar: Redux Faceposer animation and music composition.

Sane in Silence Lead character voice acting.

Conscript mod Level design.

Black Mesa: Blue Shift Collaboration with Kevin Sisk; contribution in progress.

Ross Scott productions Collaborated on a Civil Protection episode and the Stranger in Need Source Filmmaker video.

TOOLS AND PRODUCTION

Game audio Unreal Engine 5, Blueprint audio logic, Wwise, FMOD, Unity, Source Faceposer.

Audio craft Original synthesis, field recording, Foley, weapon and creature sound design, voice recording, editing, restoration, and metadata.

Software REAPER, Pro Tools, Adobe Audition, iZotope RX 12 and RX 11 Advanced, Logic Pro, Ableton Live.

CERTIFICATIONS

Avid Certified User - Pro Tools | Earned through Berklee Online

EDUCATION

Berklee College of Music | 2026 Bachelor of Music in Electronic Music Production and Sound Design. Magna cum laude.

Rochester College | 2020 Bachelor of Science in Worship Ministry. Magna cum laude.

ADDITIONAL EMPLOYMENT

United States Postal Service | Mail Carrier | Nov 2023-Present