

Sean Burke - Voice Actor

The Voice of Connection

Sean@seanburkevoiceover.com | www.seanburkevoiceover.com

YouTube: @Seanb_vo | Fiverr: fiverr.com/seanb_vo | IG: @Seanburkevoiceover

About Me

With over 5 years in the industry, Sean Burke is "The Voice of Connection"—a dynamic and versatile voice actor whose work spans sports hype, commercial campaigns, AAA video games, and global brand narration. Known for bringing authentic energy and cinematic presence to every project, Sean helps brands and storytellers connect deeply with their audiences.

Voiceover Specialties

- Commercial (Streaming, Broadcast, Web)
- Promo & Sports Hype Content
- Corporate & eLearning Narration
- Character Work Video Games, Animation, Audio Dramas
- YouTube, Podcasts & Social Media Content
- Documentaries & Event Promos

Selected Credits

- Prime Video Thursday Night Football Sports Promo
- Minecraft Transformers DLC (Official) Character: Jazz
- Starfield: Venera DLC Character Work
- Extreme Cage Fighting NYC Event Promo Voice
- North Carolina Central University Homecoming 2024 Voiceover
- Koegel Meats Commercial Voice ('This is Detroit' Campaign)
- GNP Seguros | Johnson & Johnson | The World Bank | Georgia Chamber of Commerce

Studio Specs

- Professional Home Studio Broadcast Quality
- Mic: Sennheiser MKH416 Shotgun Condenser Mic | Interface: Focusrite Scarlett 2i2
- Software: Adobe Audition
- Live Sessions: Source-Connect, Zoom, Google Meet
- Delivery: MP3, WAV, 24-hour turnaround available

Usage Types & Delivery Options

- Usage Types: Broadcast, Streaming, Social Media, Web, Podcast, Internal Training, Paid Ads, Character Licensing
- Delivery Options: Self-direction or live-directed sessions via Source-Connect / Zoom
- Script collaboration welcome | 12–24 hour delivery | Revisions available

Training & Professional Development

- A VO's Journey Elite Academy Trained under Anthony Pica (Commercial, Narration, VO Business Development)
- The Gig Doctor Trained under Dane Udenberg (Fiverr Optimization, VO Growth Strategies)