

SOCIAL MEDIA

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WORK EXPERIENCE

Disruptive Games

2023-2024

Unannounced Multiplayer Game - Technical Audio Designer

- Worked in Unreal Engine 5 & Metasounds to create custom tools in Blueprints & C++
- Profiled and advocated for audio performance and optimization considerations for PC and PS5 release platforms
- Worked alongside Lead Audio Designer to create a cohesive sonic identity for the game
- Helped maintain and standardize audio documentation including core audio pillars & processes
- Designed, implemented, and mixed audio assets for an online multiplayer game in Reaper and FL Studio
- Worked with production to assess scope and risk in order to communicate tasks with the audio team
- Worked directly with in house and outsourced engineers to extend audio support for tools and features
- Helped outline and consult on publisher audio accessibility requirements standards

Beans // Devolver Digital

2021 - 2023

Unannounced IP - Technical Audio Designer

- Worked with audio lead to ideate, prototype, and iterate on audio systems and features
- Created custom tools for the team to use in Unreal Engine 4's Blueprints & in C++
- Designed, implemented, and mixed audio assets for the game in Reaper and FL Studio
- Wrote and maintained technical documentation detailing breakdowns of how audio was implemented and used
- Facilitated communication between audio and other departments to help support team's tasks and goals

Ignotus Team

2020 (Contract, 4 months)

Audio Designer

- Designed and implemented assets for the project using Unity and FMOD
- Provided consultation for the game's audio direction

Super Smash Academy

2015

Video Editor & Script Writer

- Wrote scripts for competitive e sports educational content
- Edited videos to teach and educate players on fighting game techniques and theory

OTHER EXPERIENCE

Tespa Overwatch Collegiate Main Roster

2018 - 2019

- Selected to compete in officially sponsored collegiate esports tournaments

Tespa Overwatch Collegiate Coach

2020

- Coached players in the 2020 academic year in team building, game sense, and mechanics in Overwatch

Tournament Staff, Apex Tournament Series

2015

- Worked as a pool organizer & general staff for over 1,500 competitors

Esports Panelist, Super Smash Con.

2016

- Publicly spoke to an audience of 1,000+ viewers about mindset, mentality, theory, and practice in competitive fighting games

EDUCATION

Honours Bachelor of Game Design

2018 - 2021

Evan Hardy Fillm & Media Studies

2013

- Film produced won 1st place for sound design & 2nd place for cinematography

TECHNICAL SKILLS & TOOLS

- C#
- C++
- Visual Studio
- Reaper
- FL Studio
- FMOD/WWise
- Perforce
- Git
- Discord/Slack/MS Teams
- Godot
- Unreal Engine 4/5
- Unity
- Metasounds
- Blender
- ZBrush
- Adobe Suite
- Google Sheets/Excel
- Jira/ClickUp/Notion