Theo Sample

Sound Designer



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profile

Sound designer with six years in games. I create and implement weapon, creature, UI and ambience sound, and I work closely with designers so that audio helps players understand what is happening. Comfortable owning a feature from recording session to final mix.

experience

Sound Designer Company One, Guildford — Feb 2022 – Present

- Designed and implemented creature and combat audio for Game Title A using Wwise and Unreal Engine 5.
- Built a dynamic ambience system that changes with weather and time of day.
- Recorded and edited Foley sessions for 60+ character animations.

Junior Sound Designer Company Two, Leamington Spa — Sep 2019 – Jan 2022

- Created UI and reward sounds for Game Title B, a mobile puzzle game with monthly updates.
- Reduced the audio memory budget by 30% by reorganising banks and compression settings.

Audio Intern Company Three, London — Summer 2019

- Edited and named dialogue for a narrative adventure game.

skills

Audio sound design, field recording, Foley, implementation, mixing, dialogue editing

Tools Reaper, Pro Tools, Wwise, FMOD, iZotope RX, Unreal Engine 5, Unity, Perforce

Scripting Blueprints, basic C# and Lua for audio hooks

education

BSc (Hons) Audio Production University of Example, 2019

also

Personal sound library: 2,000 field recordings from coasts and woodland, tagged and shared on my site

Full right to work in the UK

EXAMPLE CV | Fictional person, studios and games | Free template from hardysearch.co.uk