

Employment

Jagex (Audio Designer): April 2024 to Present:

- Create assets independently.
- Training juniors to use the proprietary tools, engine and code and giving creative feedback.
- Taking lead on smaller projects by meeting with key stakeholders to plan audio/music required for updates, creating JIRA's to ensure jobs are completed, timed and trackable.
- Leading monthly 'Sound Design Challenges' to offer feedback on peers work that is outside the usual realm of high-fantasy MMORPG.
- Planning and executing field and foley recording sessions, editing and categorising the results.
- Version control using Perforce.
- Continuous learning to stay current with industry trends, workflow and practices.

Leeds Beckett (Guest Lecturer): October 2023 to Present.

- Annual lectures to first year Leeds Beckett Music Production students on day to day life as an audio designer in video games and how I got my first role.
- With the hope that some of them are inspired enough to focus their studies around game audio.

Jagex (Junior Audio Designer): November 2022 to April 2024.

- Creating appropriate assets through synthesis, recording and libraries for weekly releases in Runescape and Old School Runescape.
- Logging time on JIRA.
- Logging learning on Confluence.
- Striving to improve my sound design craft.

Epic Win Games (Sound Designer): January 11th, 2022 to July 11th 2022 (6-Month Contract):

- Create audio assets through layering and processing samples/personal library material for implementing into short Unity games designed for team-building exercises.
- Regular discord meetings to collaborate with Art, Animation and Programming teams to share ideas and WIP's.
- Documented my work through Confluence, source controlled with Plastic and tracked work with Trello.

Education

- Leeds Beckett University (BA Hons Music Production) Graduated – 2:1 (Upper Second-Class Honours): September 2017 – May 2020
- Oldham Sixth Form (A Level / BTEC) ICT (Grade C), Electronics (Grade C), Music (A*): September 2015 – May 2017
- North Chadderton School (GCSE) 7 GCSE's A* to C including Maths and English: September 2010 – May 2015.

Technical Skills

- Skilled in Reaper and an array of plugins from providers such as FabFilter, Waves, Valhalla and Izotope.
- Knowledge of Wwise - implementing into UE4 using EBP.
- Experience with Confluence, JIRA and Perforce.
- Experience in implementing audio into Unity through audio managers.
- Experience in implementing audio into Unreal Engine through blueprinting.
- Avid field recordist.

Volunteering Experience

Volunteer Audio Engineer at Heart Headingley: August 2024 - Present

- Setting up microphones and running gigs for live music events at charity venue Heart in Leeds, UK.

Live at Leeds Festival (Artist Liaison): 5th May 2018:

- Organised artists to ensure that they were on stage at the correct times.

Fix in Art Erasmus+ Volunteering in Greece: 9th May - 4th June 2019:

- Improved team working abilities through volunteering with 30 people I had previously never met.
- Learned about a new culture and adapted quickly to work well with people from a range of nationalities with varying degrees of the English language.

Leeds Beckett Music Society: January 2019 - May 2020

- Set up and created the Leeds Beckett Music Society.

- The society is very successful with over 130 members, it hosts an event every week in various venues across Leeds, attracting around 20-30 people per event.
- Ran the Facebook page, which has 250+ followers, since its conception and created weekly Facebook events in a month's advance. Also designed posters for various events.
- Creating the society boosted my time management, communication and general people skills.

Hobbies

- Cycling Trips
- Collecting Music; CD's, Vinyl's, Tapes.
- Gaming - Some honourable mentions; Grabbed by the Ghoulies, Sid Meirs Pirate's, Bus Simulator Next Stop, Fallout: New Vegas, Call of Duty.

References available on request