



EXPERIENCE

Splash Damage – Bromley, UK

Sound Designer – March 2022 - Present

- Working on TRANSFORMERS: Reactivate at Splash Damage. Designing and implementing Audio assets for many different areas of the project.
- 2IC for the Audio department, helping to take on leadership responsibilities wherever needed on behalf of the team to help ensure we are operating efficiently and successfully.

Cloud Imperium Games – Manchester, UK

Sound Designer - October 2021 - February 2022

- Worked on Star Citizen & Squadron 42. Designing and implementing Audio assets using Wwise & CryEngine with a focus on vehicles (ships and ground), ambiences, in-game events, and many moving parts across the entire game.

Cloud Imperium Games – Manchester, UK

Junior Sound Designer - April 2021 – October 2021

- Worked on Star Citizen & Squadron 42. Designing and implementing various ambiences for both new and existing environments within the game. Quickly moved onto working on high priority content for the game such as vehicles before being promoted to mid-level.

Ryan Barry Audio – Liverpool, UK

Freelance Sound Designer – October 2019 – April 2021

- Worked on various small indie projects and game jams during my time at university. Honing my design and implementation skills in both Unreal Engine & Unity, sometimes alongside Wwise & FMOD for audio middleware or alternatively utilising native in-engine Audio tools and workflows.

EDUCATION & TRAINING

Splash Damage – Bromley, UK

Leadership Development Program 2023

Complete – 2023 – Development of leadership skills and qualities necessary for being a line manager.

Leeds Beckett University – Leeds, UK (Remote)

Master of Science, Sound & Music for Interactive Games - 2021

Liverpool John Moores University – Liverpool, UK

Bachelor of Science with Honors, Audio & Broadcasting Technology

Graduated – 2020 – First Class with Full Honors

ACHIEVEMENTS

Outstanding Achievement Award

Splash Damage, Special Recognition Award, 2022

For contributions made to the project for both the Audio team and wider development teams throughout 2022.

SKILLS

Audio Design
Audio Implementation
Dialogue Editing
Foley Recording
Field Recording
Voice-Over Recording
Multi-Channel Mixing
Leadership
Communication
Autonomy

SOFTWARE

Reaper
Pro Tools
Ableton
Logic Pro
Cubase
Unreal Engine 4/5
Lumberyard
CryEngine
Wwise
FMOD
Perforce
UGS
Jira
Confluence