

DOB: 22.01.1989
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26 Herons Walk,
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Jack Attridge CV

Profile:

I am a passionate sound designer with a professional working ethos. I show commitment in learning the skills that concern the various aspects of sound in film and video games. I take pride in working efficiently to strict deadlines and delivering with appropriate convention and effective creativity. I am interested in contractor or full time positions and willing to relocate.

Gameography:

NeverDead (AAA)

Contract Audio Designer for Rebellion – 12 Month contract ending October 2011 – To be released for 360, PS3, PC – Built with in-house Asura engine.

Sniper Elite V2 (AAA)

Contract Audio Designer for Rebellion – 12 Month contract ending October 2011 – To be released for 360, PS3 – Built with in-house Asura engine.

Harry Potter and the Deathly Hallows: Part 1 – ‘The Videogame’ (AAA)

Contract Audio Tester for EA Bright Light – 4 Month contract from May to September 2010 – Released for Wii, 360, PS3, PC – Used Wwise Middleware.

Unannounced Project (iOS)

Contract Audio Designer for Rebellion – Creation of all sounds for game, implementation of character dialogue, and re-editing of music samples to work against memory constraints in a very short time frame. - Released for iPod, iPhone, iPad - Built with in-house Asura Engine.

Unannounced Project (Facebook Game)

Contract Audio Designer for Rebellion – Built in Flash. Worked with heavy memory limitations and fed sounds to game designer for all sound in project.

Other

Provided environmental sound loops for Asian MMOFPS Tgame, Made with Unreal Engine 3.

Key Skills:

- Pro Tools, Sound Forge 9, Sony Vegas 10, Cubase 6, Waves Plugins, and Nuendo.
- Good knowledge of game industry software including Wwise, UDK, and Perforce.
- Experience with audio in a professional video game industry environment, creating and implementing audio in a 3D space for:
- guns, explosions, swords, creatures, gore, magic, Foley, GUI, multiplayer, streaming ambience's, point-sourced environmental effects, set-pieces, cut-scenes, basic vehicles, physics, destructible environments, reverbs, and more. Assets created using sound libraries, props, and arranged field recording sessions, whilst considering Streaming and RAM budget restrictions.
- Experience communicating with designers, environment and PFX artists, animators, programmers and heads of department to ensure a high quality of dynamic audio that compliments and responds to gameplay, animation, parameters, and level art.
- Good knowledge of Film sound theory and it's re-appropriation for video games.

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Qualifications:

Sep 2007 – Jun 2010: University for the Creative Arts, Farnham

BA (Hons) Film Production
- Upper Division 2:1

Sep 2005 – Jun 2007: South Downs College

BTEC National Diploma in Media (Moving Image)
- Distinction, Distinction, Merit.

BTEC National Award in Music (Performance)
- Distinction

Sep 2000 – Jun 2005: Horndean Technology College

- 9 GCSE's A – C.

Achievements:

- Short-listed for 'Best Sound' award at The Water Sprite Film Festival for work on short film 'The Little'.
- Editors Choice: Sound designer and co-writer of 'Fool's Gold', which was featured in the top 9 comedies of Virgin Media Shorts 2010, and featured again in 2011.
- Co-Director credit in Ridley Scott's feature film 'Life in a Day'.
- 'Level of the Month' winner September 2011, for Little Big Planet 2 Level 'Mike & Nora' and nominated for 'Level of the Year' by Little Big Podcast. Chosen from 5 million user-made levels.
- Royal Television Society Best Student Drama award for 'Love, inc.' Also nominated for the upcoming National RTS award. Official Selection at various film festivals. Collaborative efforts led to a 'best screenplay' award from the Sheffield 'No Limits' International Film Festival. Chosen for screening at the British Film Institute by the British Kinemotograph Sound & Television Society. –Sound Recordist/Designer/Mixer.
- Final Major Project film at South Downs College headlined the college's film festival and now used to promote their media courses.

Interests:

A general passion for the practice and profession of both game audio and film sound. Pursues a love for these through research, books, practice or first-hand enjoyment of both mediums when not actively working with them. Also enjoys song writing, writing and directing films, and other aspects of film and video games.