

Harry Nixon

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SOUND DESIGN | INTERACTIVE AUDIO

harrynixonaudio.co.uk

WORK HISTORY

January 2021 -

Present

Freelance Sound Designer - *Manchester, UK*

This Dead Winter - Kiln Studios

- Designed all audio assets for this fantasy adventure game.
- Created assets using a combination of studio recordings, field recordings, and library content.
- Designed various audio systems and implemented all assets into Unreal Engine via FMOD.
- Worked closely with the project lead to create a consistent soundscape that complimented the story.
- Collaborated with other members of the team including the artist, programmer, and composer.

SKILLS

- Skilled in the use of Wwise, FMOD, Unreal Engine, and Unity.
- Recording and designing captivating sound effects.
- Competent at designing complex audio features.
- Fast learner, happy to both receive and give feedback when appropriate.
- Confident in optimizing runtime audio while logging and fixing bugs.
- Experienced in using version control.
- Comfortable working to strict deadlines while keeping project files organised.
- Regular C++ user.

SOFTWARE

- Reaper
- Unreal Engine
- Wwise - *Certified*
- FMOD
- Unity
- Pro Tools - *Certified*

EDUCATION

September 2018

- May 2021

Futureworks University - *Manchester, UK*

Audio Engineering & Production - First Class Honors

- **Honors Project:** 40-minute explanation video detailing the design/implementation of audio into my personal project LampLighters using UE4 & FMOD (*Grade = 87%*).
- **Other Notable Assignment:** 20 minutes of redesigned sound for various game trailers/cinematics and gameplay footage. (*Grade = 80%*).