TOBY MISSELBROOK

GAME AUDIO SOUND DESIGNER

www.MisselbrookAudio.com

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SKILLS & COMPETENCIES

Skills:
Linear & non-linear sound design
Field recording
Studio recording
Audio editing
Audio mixing

Audio Software:
Reaper
Pro Tools
Logic Pro X
Izotope RX

Audio Middleware:
Wwise
FMOD

Game Engines:
Unity & C# scripting
Unreal Engine & Blueprints

Source Control:
Git
Perforce
SVN

Shipped Platforms:
PC
PlayStation 4 & 5
XBOX One & Series X
Nintendo Switch

Communication:
Giving & receiving feedback
Collaborating with other departments
Documentation

HOBBIES & INTERESTS

Computer gaming
Korean language
Dungeon & Dragons
Game jams

EXPERIENCE

Senior Audio Designer, Frontier Developments PLC — (11/24 - Present)
Audio feature ownership & planning, audio designer mentoring, sound design and implementation (Wwise + proprietary engine)

- **Jurassic World Evolution 3**

Audio Designer, Frontier Developments PLC ——— (02/23 - 11/24)
Sound design and implementation using Wwise and Frontier's proprietary game engine.

- **Warhammer Age of Sigmar: Realms of Ruin**
- **Planet Coaster 2**

Sound Designer, PitStop Productions ——— (10/20 - 01/23)
Sound design and implementation work on multiple AAA projects:

- **Minecraft Dungeons**
  - Sound design
  - Implementation (UE4 Native)

- **Returnal: Ascension**
  - Additional sound design (weapons, interactables, and ambiences)

- **Miasma Chronicles**
  - Sound design
  - Implementation (FMOD/UE4)

- **Unannounced Title**
  - Sound design
  - Implementation (Wwise/Unreal Engine 5)

Freelance Sound Designer ——— (10/18 - 10/20)
Continued collaboration with PlayWest as a freelance remote sound designer. Remote sound design for multiple titles with PitStop Productions.

Sound Design Intern, PlayWest ——— (06/18 - 10/18)
Sound design, FMOD implementation, C# Unity Scripting for a WebGL game

Peer Assisted Learning (PAL) Leader, UWE ——— (09/16 - 05/17)
Carried out weekly study/mentoring sessions with first-year Broadcast Audio and Music Technology students, covering first-year modules, and facilitating students' coursework catch-up or further study.

EDUCATION

BSc (Hons) Broadcast Audio and Music Technology — (09/15 - 06/18)
University of the West of England (UWE Bristol)
Passed with first-class honours

MODULES INCLUDED:
Dissertation (Observing the Effects of Game Audio on Player Performance)
Audio for Games
Game Audio Programming
Audio Post Production

REFERENCES

Available on request