

TOBY MISSELBROOK

VIDEO GAME SOUND DESIGNER

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United Kingdom

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

HOBBIES & INTERESTS

Computer gaming
Korean language
Dungeon & Dragons
Game jams

EXPERIENCE

Audio Designer, Frontier Developments (02/23 - Present)

Sound design and implementation using Wwise and Frontier's proprietary game engine on Warhammer Age of Sigmar: Realms of Ruin

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 ambiances)
- 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)

Audio asset creation, FMOD implementation, C# Unity Scripting

Peer Assisted Learning (PAL) Leader, UWE (09/16 - 05/17)

Carried out weekly study 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