

JAMES KELLY

A passionate Technical Sound Designer with specialisations in audio simulation and 3D audio.

jameskelly.audio | <https://www.linkedin.com/in/james-e-kelly/>

EXPERIENCE

Climax Studios, Portsmouth — *Senior Technical Sound Designer*

August 2021 - PRESENT

— *Unannounced Project*

Cross-platform co-dev project. Audio systems implementation. Ambisonics implementation.

— *Age of Empires IV (Xbox)*

Sound design for new UI elements. Bug fixing and platform optimisation. UI implementation with Windows Presentation Foundation.

— *Returnal (PC)*

Created voice and text chat prototype with Vivox, sending audio buffers to Wwise. Sound design and implementation for benchmark level. Created multiplayer ping sounds. Implemented two 3D audio solutions. Created custom controller rumble for non-PS5 controllers. Used the Windows API to handle switching output devices at runtime. Implemented the UI and code for new audio settings. Worked with the audio lead to assist mixing.

— *Sackboy: A Big Adventure (PC)*

Bug fixing and optimisation before final release.

Numbskull Studios, Portsmouth — *Lead Programmer and Audio Lead*

June 2019 - May 2020

— *Beyond Binary*

Self-employed placement year project with six other students. Sound and music creation. FMOD integration. Collaboration with external sound designer. Led programming development and implemented many of the core gameplay features. Handled DevOps like CI and source control.

TEACHING

University for the Creative Arts, Farnham — *Guest Lecturer*

March 2023

Taught Wwise to 1st, 2nd and 3rd year students.

EDUCATION

University of Portsmouth, Portsmouth — *Music and Sound Technology BSc (Hons)*

2017 - 2021

First Class Honours. Created OpenPL, a finite-difference time-domain audio simulation tool. Took extra classes in audio DSP and programming. Produced sound and music for many projects, both interactive and linear. I learned and utilised Wwise, FMOD, Open Source Control, Pure Data, and Max MSP on several projects.

Portsmouth, Hampshire

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SKILLS

Audio Implementation

Sound Design

Programming

Project Management

Music Composition

LANGUAGES

C++

C#

SOFTWARE

Wwise

FMOD

Unreal Engine

Unity Engine

Reaper

Logic Pro X

JUCE

Max MSP

Git

Perforce

Jira

Vivox

OpenGL

EXTRA

Volunteered For A Youth Charity

Tutored Privately For Two Years

Knowledgeable In Web Development - HTML, CSS, Sass, And Javascript