

EXPERIENCE

CLIMAX STUDIOS

August 2021 - PRESENT

SENIOR TECHNICAL SOUND DESIGNER

Handled purchase orders for sound effects, plugins, and licences. Bought and set up a 7.1 studio for shared use. Assisted in hiring a new Technical Sound Designer, from job advert to interview. Created internal projects to help the team improve skills and develop new ones.

+ Unannounced AAA Co-Development

Audio systems implementation in Wwise—VO, vox, helmets, low-atmosphere vacuum, etc. Ambisonics implementation with in-game test tools. Doppler effect implementation. Created test levels for reverb, weapons, and foley. Custom Impulse Responses for “alien” effects. Sound design for multiple levels—ice quakes, rock destruction, plasma beams, doors, etc.

+ Age of Empires IV (Xbox)

UI implementation and additional sound design. Memory optimisation and mixing. Controller haptics creation and implementation.

TECHNICAL SOUND DESIGNER

+ Returnal (PC)

Created a voice and text chat prototype with Vivox and sent the audio buffers to Wwise. Sound design and implementation for benchmark level. Created multiplayer ping sounds. Implemented two 3D audio solutions. Created custom controller haptics for non-PS5 controllers and 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 with mixing.

+ Sackboy: A Big Adventure (PC)

Bug fixing and optimisation before final release.

TEACHING

UNIVERSITY FOR THE CREATIVE ARTS — Guest Lecturer

March 2023

I taught Wwise to 1st, 2nd and 3rd year students in a one-day workshop.

EDUCATION

UNIVERSITY OF PORTSMOUTH — Music and Sound Technology BSc (Hons)

2017 - 2021

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

JAMES KELLY

TECHNICAL SOUND DESIGNER

I am a passionate Technical Sound Designer specialising in audio simulation and 3D audio. I have a keen focus on team cohesion and synergy.

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LANGUAGES

C++

C#

SOFTWARE

Wwise

FMOD

Unreal Engine

Unity Engine

Reaper

Logic Pro X

JUCE

Max MSP

Git

Perforce

Jira

EXTRA

Volunteered For A Youth Charity

Tutored Privately For Two Years

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