

JAMES KELLY

AUDIO PROGRAMMER &
DESIGNER

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Hampshire, UK

LANGUAGES

C++

C#

Python

SOFTWARE

Wwise

FMOD

Unreal Engine

idTech / MOTOR

Essence Engine

Zouma Engine

Unity

Reaper

Logic Pro X

JUCE

Perforce

Git

Jira

Microsoft ADO

CMake

PLUGINS

FabFilter

Soundtoys

Kilohearts

Sonnox

Soundtheory

oeksound

BOOM

Zynaptic

EXTRA

Developing an audio middleware
called Sound Bakery

Developing an audio review tool
called Sound Check

EXPERIENCE

CLIMAX STUDIOS

Audio Lead | November 2025 - Present

Managed three direct reports, handling onboarding, mentoring, performance reviews and termination. Assisted the director with client pitch decks and presentations.

+ Unannounced AAA Remaster

- Led a team of audio designers, technical audio designers, and audio programmers to deliver an ambitious remaster.

Senior Technical Audio Designer | October 2022 - November 2025

Assisted in hiring, from job adverts to interviews. Handled purchase orders and team building for the department.

+ Exodus

- Embedded into the client audio team to create audio systems, design sounds for levels and player feedback, and improve performance to deliver a performant experience across three platforms.
- Created tools like a multi-threaded frontend tool for Unreal and Wwise to improve workflows.
- Led and delivered haptics and controller rumble for all platforms.

+ Horizon Call of the Mountain (PC)

- Supported the project in its final weeks, improving VO legibility, making mix adjustments and fixing surface tagging.

+ Days Gone Remastered (PS5/PC)

- Acted as extra project support, improving audio occlusion, fixing bugs, and assisting a technical sound designer.

+ Microsoft Flight Simulator 2024 (PS5)

- Created and implemented haptic and controller speaker content for the PS5 and PSVR2 controllers.

+ Age of Empires IV (Xbox)

- Delivered a performant audio experience for Xbox, creating new audio content, creating haptics/rumble for controllers, implementing audio for the new UI, and mixing the game to meet platform guidelines.

Technical Audio Designer | August 2021 - October 2022

+ Returnal (PC)

- Created a performant and faithful port for PC by implementing Auro-3D and Google Resonance to match PS5's 3D audio, and created rumble content for controllers to match the haptics on PS5.
- Created and implemented sounds for the benchmark level.

+ Sackboy: A Big Adventure (PC)

- Fixed bugs and optimised the audio before final release.

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.