

Crosby Nelson

Audio Designer

Links

crosbynelson.com

[linkedin.com/in/crosby-nelson](https://www.linkedin.com/in/crosby-nelson)

Contact

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317-703-9462

Experience

Contract Associate Audio Designer

Ubisoft - XDefiant

August 2022 - February 2024

Created sfx assets for various weapons, skills and gadgets
Implemented sfx using Wwise, node based scripting and animation tagging
Assembled loading screen ambiences for 20 different maps
Designed unique audio for 28 'Player Of The Game' animations
Handled all animation related audio tasks and bugs

Audio Intern

Ubisoft - XDefiant

May 2022 - August 2022

Learned the audio workflow for different aspects of the Snowdrop Engine
Assisted the audio team with solving animation and gameplay related bugs
Began working on loading screens and 'Player Of The Game' animations

Assistant Audio Editor

Periscope Post and Audio - Work In Progress S2

June 2021 - September 2021

Created conforms in EdiLoad and prepared Dialog editing sessions in Pro Tools
Edited audio for the "Previously On" segment for each episode
Printed, named and organized mix stems
Assisted Dialog editor by arranging AAF and finding alt takes
Ran the remote side of ADR sessions using Source Connect

Skills

Reaper

Pro Tools

Wwise

Snowdrop

Unreal Engine

Perforce

Jira

Education

Columbia College Chicago

September 2015 - May 2019

BA: Game Design - Audio

Summa Cum Laude