

Crosby Nelson

GAME AUDIO DESIGNER

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Professional Summary

Game audio designer with over two years of experience, mostly in the multiplayer FPS genre. Proficient in the recording and editing of sound effects, as well as the implementation process using Wwise and game engines such as Snowdrop and Unreal. Always excited for opportunities to learn and improve.

Skills

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|-----------------|--------------|-----------------|
| ★ Reaper | ★ Wwise | ★ Middleware |
| ★ Unreal Engine | ★ Blueprints | ★ SFX Recording |
| ★ Perforce | ★ Jira | ★ Confluence |

Work Experience

Ubisoft San Francisco - XDefiant

Audio Designer (Contract) | May 2024 - December 2024

- Continued to create SFX assets for several aspects of the project at a high level
- Fixed bugs in a rapid and efficient manner
- Entrusted with creating vital seasonal audio content for weapons and faction abilities
- Designed custom audio for epic/legendary designated weapon skins

Associate Audio Designer (Contract) | 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 over 20 different maps
- Designed unique audio for 28 Player of the Game animations
- Handled all animation related audio tasks and bugs

Audio Design Intern | May 2022 - August 2022

- Learned the audio workflow for various aspects of the proprietary Snowdrop game engine
- Solved multiple weapon reload audio bugs
- Began handling the design and implementation of the loading screen audio

Periscope Post & Audio - Work In Progress Season 2

Assistant Audio Editor (Contract) | June 2021 - September 2021

- Prepared conforms in Ediloat and readied dialog editing sessions in Pro Tools
- Edited the "Previously On" segment of each episode
- Assisted the Dialog Editor by arranging AAF's and finding alternate takes

Education

Columbia College Chicago - BA: Game Design - Audio