

Crosby Nelson

SOUND DESIGNER

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Professional Summary

Dedicated and highly motivated Sound Designer with over three years of experience creating high quality audio for games. I have an extensive background in recording and designing audio assets as well as solving technical challenges with both Audiokinetic Wwise and directly in game engines.

Skills

- | | | |
|----------------------|-------------------|--------------|
| ★ Reaper | ★ Unreal Engine | ★ Unity |
| ★ Audiokinetic Wwise | ★ Audio Recording | ★ Izotope RX |
| ★ C# | ★ Jira | ★ Perforce |

Work Experience

Synodic Arc

Freelance Sound Designer | July 2021 - Current

- Designing audio assets for projects in Unreal, Unity and VR
- Implementing sounds and creating complex behavior in Audiokinetic Wwise
- Assisting programmers and other audio designers with debugging
- Recording new sounds to be used for weapons, abilities or environmental SFX

Ubisoft San Francisco - XDefiant

Sound Designer (Contract) | May 2024 - December 2024

- Created audio assets for several weapons, gadgets and battlepass items at a high level
- Fixed bugs in a rapid and efficient manner
- Entrusted with creating and implementing vital seasonal audio content
- Designed custom audio for epic/legendary designated weapon skins

Associate Sound Designer (Contract) | August 2022 - February 2024

- Created audio assets for various weapons, skills and gadgets
- Implemented audio 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

Sound 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

Education

Columbia College Chicago - BA: Game Design - Audio