

CURTIS SMITH

Technical Sound
Designer

EXPERIENCE MY WORK

www.CurtisSmithSound.com

GET IN TOUCH

Email: curtismith04@gmail.com

AUDIO HISTORY

Freelance Sound Design

Fairfield Audio, Oct 2022-Present

- Create SFX for mobile games, with a focus on UI sounds.
- Ensure loudness standards & clear dynamic range across all sounds
- Submit audio files for review using google sheets for status tracking
- Update game implementation documentation for game developers

Sound Designer

Malignant, Oct 2022-Present

- Portfolio Project
- Position: Lead Audio for team of 4
- Engine: Unreal Engine

Tainted Kingdom, Jan 2023-Feb 2023

- Jam: Boss Rush Jam 2023
- Position: Solo Audio Designer
- Engine: Unreal Engine

Ethereal Quest, Jan 2023

- Jam: GoedWare Game Jam #7
- Position: Solo Audio Designer
- Engine: Unreal Engine

Astro Navigator Nebula, September 2022

- Jam: Magical Girl Game Jam #6
- Position: Lead Audio for team of 3
- Engine: Unreal Engine

In a Mirror Darkly, October 2022

- Jam: Cosmic Horror Jam
- Position: Lead Audio for team of 2
- Engine: Unreal Engine

Thieving Hexe, September 2022

- Jam: Black and White Jam #8
- Position: Lead Audio for team of 2
- Engine: Unity
- Middleware: Wwise

Duties

- Organize, manage and maintain SFX/Music task lists
- Assign tasks to designers
- Implement audio & dialogue in Unreal Engine
- Design sound effects
- Design ambience beds
- Edit and design dialogue

SKILLS

Software & Programming Skills

Reaper, Ableton Live, Unreal Engine 5, Unity, Git, Perforce, Notion, Visual Scripting, C#, C++, HTML, CSS

Soft Skills

Creative Problem Solving, Collaborative, Communicative, Organized, Patient, Team-player

Music Knowledge

Theory of Sound Design, Music, DSP, Recording & Mixing

Middleware Implementation Training

Wwise 101, 201 Certified

ACADEMICS

Diploma - Digital Music Production, Dec 2021

The Centre for Arts & Technology

BSc Electronic Engineering Technology, April 2012

Devry Institute of Technology