

CURTIS SMITH

Technical Sound Designer

BC, Canada

EXPERIENCE MY WORK

CurtisSmithSound.com

GET IN TOUCH

Email:
curtismith04@gmail.com

AUDIO HISTORY

Contract Sound Designer

Worlds, March 2023-Present

- Design and Implement 80+ SFX, created both in Reaper and UE MetaSound Graphs using 3-5 variations of gunshots, footsteps, body movement, enemies, and UI sounds
- Create modular audio systems in UE using MetaSounds, Control Buses, C++, and Blueprints
- Self-motivated to create and maintain the Audio Design Document to keep the audio vision in focus at all times
- Source and purchase SFX assets as required to use as layers for designed SFX
- Commit and document code and asset changes using Perforce and Outline
- Attend weekly meetings and take meeting notes, as well as delivering daily audio updates to the team
- Provide in-game feedback for audio systems as well as weekly team playtesting and providing bug reports for other departments

Contract Audio Coordinator

Fairfield Audio, Oct 2022-March 2023

- Create 30+ tailored UI Sounds for a mobile game to replace the temp dev ones
- Ensured LUFS loudness standards & and clear dynamic range across all sounds
- Submitted audio files for review to the client using Google Sheets for status-tracking
- Used effective communication skills and documentation to ensure audio standardization in-game for the developers
- Designed and maintained a Clickup system while then adapting to creating a new Google Sheets asset tracking system

Freelance Sound Designer

Malignant, Oct 2022-Present

- Portfolio Project
- Position: Lead Audio
- Engine: Unreal Engine

Game Jams

- Darkest Corners: Technical Sound Design, UI Programming
- Axiomaze: Sound Design, Puzzle / Level Design, UI Programming
- Luna: The Lost Child: Technical Sound Design, Creature/Companion Sound Design

Duties

- Organize, manage, and maintain SFX/Music tasks
- Implement audio in Unreal Engine
- Design sound effects and ambience beds
- Submit and track changes using GIT
- Bring together and collaborate with a team across multiple disciplines including volunteer foley artists, voice actors, musicians

SKILLS

Software & Programming Skills

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

Music Knowledge

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

Middleware Implementation Training

Wwise 101, 201 Certified

Hobbies: Cello, Game Design, Lore Writing, Cosplay, Gaming(Anthem/D4/Destiny)

ACADEMICS

Diploma - Digital Music Production, Dec 2021

The Centre for Arts & Technology

BSc Electronic Engineering Technology, April 2012

Devry Institute of Technology