



Jameson Sutton - Audio Director

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Summary

Audio Director with extensive experience in audio integration and high-quality sound design. Proven ability to develop and maintain audio systems, integrate music using interactive techniques, and document technical processes. Strong collaboration skills, with experience in working within multidisciplinary teams to enhance gameplay experiences. Skilled in C++, C#, and various sound design tools. Personally passionate for finding unique ways to integrate audio into games that elevate the experience in subtle ways while ensuring that results are lean and impactful.

RELEVANT EXPERIENCE & PROJECTS

Penny's Big Breakaway - Evening Star Studios

August 2021 – January 2024

Technical Sound Designer, Audio Director

- Integrated audio using proprietary C++ code base, learning and recreating fundamental features that are used in WWISE and FMOD.
- Integrated music into the game using interactive audio techniques and principles.
- Creatively problem-solved audio systems and conceptualized, prototyped, built, maintained and heavily documented interactive audio systems for team use.
- Developed pipeline tools for integrating an audio container system using C#.
- Maintained asset database to track game assets and use cases, and implement high-quality assets into game engine.
- Created custom REAPER scripts for optimizing workflow
- Managed remote-based audio team, coordinating schedules while collaborating with engineers and designers to achieve the game's vision.
- Performed audio playtests, performance profiling, bug-fixing and optimization, including sound prioritization

New World - Amazon Game Studios - Sound Design

July 2021 - September 2021

Unannounced Project - Evening Star Studios - Technical Sound Design

April 2019 - October 2019

Jurassic World: Revealed - Earplay LLC Sound Design

May 2018 - June 2018

Sonic Mania Adventures Linear Sound Design

March 2018 - July 2018

Mr. Robot: 559 - Earplay LLC Sound Design

September 2017

Sonic Mania - HyperKinetic Games - Sound Design

April 2017 - August 2017

Job Simulator - Owlchemy Labs - Sound Design

August 2015 - April 2016

EDUCATION

Texas State University

Bachelor of Science in Computer Science

Bachelor of Science in Sound Recording Technology

Expected May 2025

San Marcos, TX

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RELEVANT COURSEWORK

- Object Oriented Programming
- Data Structures & Algorithms
- Computer Architecture
- Software Engineering

TECHNICAL SKILLS

Languages: Experienced in C++, Python, Java, C#

Other Frameworks & Technologies: Git/GitHub, Unreal Engine, Blender, Flask, Beef IDE, SQLite, JIRA, Confluence, REAPER, Sound Design, Synths, Recording