

OLIVER WOOD

Audio Lead, Experienced Sound Designer & Composer for Video Games

Contact

- ✉ oliver_wood@live.co.uk
- 📞 07738515279
- 🌐 oliverwoodaudio.com
- 📍 Pontefract, West Yorkshire

Profile

I am a passionate game audio professional with over 15 years of experience creating and managing immersive and engaging audio for video games.

I've spent the last 5 years of my career working primarily as a Lead Sound Designer, helping to shape and deliver audio for projects such as Sackboy: A Big Adventure as well as multiple unannounced AAA titles.

Education

Leeds College of Music

Music Production & Popular Music

Leeds College of Music

Music Technology

Skills

Professional

- Audio team leadership, management, and mentoring
- Audio Pipeline and Systems Design
- Audio documentation and presentation skills
- Planning and task management
- Feature breakdown and costing
- Excellent communication skills and ability to work well within large teams
- Strong ability to learn quickly, meticulous attention to detail and excellent problem-solving skills

Work Experience Overview

● 9 Lives Interactive | 2023 Jan - Oct

● Lead Sound Designer | Nyan Heroes

UE5, Wwise

My role at the studio involved working closely with the audio director to define the audio vision for the project, Nyan Heroes.

As well as building a globally remote audio team, my continued focus was to create and provide pipelines, direction, guidance, and best practices to ensure that the audio vision was achievable and maintained throughout development.

Working closely with the production team, I helped plan and schedule the audio team's workload and deliveries.

● Sumo Digital | 2021 - 2023

● Lead Sound Designer | Unannounced

Starlight Engine, Wwise

I joined this project to assist the audio director in several key areas of the game, ensuring that a consistent high quality was maintained throughout development and into post release.

As well as providing daily leadership duties, I was responsible for directing, reviewing, and feeding back on audio outsource deliveries.

Alongside this, I was tasked with the pipeline creation and implementation of the games cutscene and post release audio content.

Skills

Technical

- Vast video game sound design and implementation experience
- Strong recording, editing, multichannel mixing, Foley, and dialogue editing skills
- Knowledge of sound library management applications such as Soundminer (Radium)
- Proficient in using audio repair tools such as iZotope RX and Sony Sound Forge
- Familiar with loudness requirements and platform compliance specifications
- Experience using source control programs such as Perforce and GIT
- Extensive development systems experience, including Wwise, Fmod, Unity and Unreal

Awards

Overcooked! 2

The Game Awards:

Winner:

Best Family Game

Nomination:

Best Family, Best British, and Best Multiplayer Game

References

Available on request.

Work Experience Overview Continued

Lead Sound Designer | Sackboy: A Big Adventure

UE4/UE5, Wwise

I was the Lead Sound Designer responsible for helping bring Sackboy: A Big Adventure to PC. During this time, I also supported the audio director in defining the audio vision for an unannounced AAA title, as well as helping the team create and deliver post release audio content.

Team17 Digital | 2008 - 2021

Head of Audio | 20+ Multiplatform Titles

Unity, Unreal, XOM, XACT, FMOD, Wwise

I joined Team17 Digital in 2008 as a Junior Audio Designer, becoming the Head of Audio in 2019. From designing audio for games such as the Alien Breed Trilogy, to composing full soundtracks for titles such as Overcooked! 2, I was fortunate to gain vast experience in providing a full audio service.

During my time as Head of Audio, I was responsible for implementing pipelines and best practices, as well as building and mentoring a fantastic audio team. This included building a dedicated audio suite that could support our internal and external IP, as well as our creative services department.

Credits

- Multiple unannounced AAA Projects
- Killer Frequency
- Sackboy: A Big Adventure
- LEGO Duplo Marvel
- Worms Rumble
- Sheltered 2
- Overcooked! All You Can Eat
- The Survivalists
- Moving Out
- Hell Let Loose
- Overcooked! 2
- Worms WMD
- Alien Breed Trilogy

Plus, many more...