

J.C. Steed

Sound Designer

Email: jcsteed@cjdeets.com Website: cjdeets.com

SKILLS

SOFTWARE: Wwise, Izotope, Unity, Unreal, Reaper, Pro tools, Jira

TECHNICAL SKILLS: Editing, Mixing, Mastering, Field Recording, Sound Design, Audio Implementation

EMPLOYMENT

Sound Designer (Contract)
C Prompt Games

Jul 2022 - Oct 2022

Jan 2023 - Feb 2024

- Implemented and mixed audio in Unity
- Guide the soundscape for Millennia by selecting sound assets previously made and creating new assets, implementing them in the Unity game engine.
- Communicating cross department to ensure proper sound hookups are created, sounds fit animations, and overall sound cohesion is achieved.
- Created sounds including UI, ambience, weapons including lasers, guns, explosions, hit, planes, torpedoes and more.

TITLES SHIPPED: Millennia

Sound Designer
Wonder Works Studios

Apr 2022 - Jun 2022

- Created game audio sounds for clients and Studio IPs ranging from UI, notifications, role play elements, ambience, weapons, and obstacle SFX.
- Created and managed audio asset lists in task-tracking software and Word-processing software
- Collaborated with the audio department & programming team to come up with audio tools and best practices
- Created sounds & maintained company sfx library

Game Tester
Wonder Works Studios

Sep 2021 - Apr 2022

- Worked with Teams/Clients from the conception of the game until launch using a variety of methods
- Report and log issues using task-tracking software utilizing tools to capture data.

TITLES SHIPPED: Insomniac World Party(QA/Sound), **Froot Loops World** (QA/Sound), **Timmeh** (Episode 2) (QA), **F21 Shop City** (QA, Sound), **Overlook RP** (QA, Sound), **David Guetta DJ Party** (QA), **Meta Mall** (QA, Sound), **PUMA and the Land Of Games** (QA), **Pooh** (Sound), **Transient Times** (unreleased) (Sound).

Sound Designer
Jendia Studios LLC

Sep 2020 - Present

- Recorded & repaired 4+ hours of dialogue, consisting of hundreds of takes using professional outboard gear and Izotope RX

OTHER TITLES SHIPPED: Torbor Party (Steam), **Blob Squad** (itch.io)

EDUCATION

University of Texas at Dallas

2017 - 2021

Obtained BA Degree in Arts, Technology, and Emerging Communications with a focus in sound

Collin College, Plano, TX

2013 - 2021

Obtained Audio Engineering Certificate

Obtained AAS Degree in Commercial Music

Obtained Associates of Arts Degree for General Studies