GEORGE LEARMONTH

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Innovative multi-discipline game developer and audio designer. Experience in many areas of game development, with specialization in Audio Design & Engine Programming. Looking for a creative and collaborative environment to create industry leading games.

EXPERIENCE

2022-
SENIOR AUDIO PROGRAMMER, BUILD A ROCKET BOY

- Designed & Developed major game audio systems such as Music & Ambience
- Contributed to generalized audio systems made to adapt to a large number of dynamic situations
- Created tools & data structures to allow rapid audio content development
- Developed custom wwise UE5 integrations to meet the needs of a complex project
- Implemented user facing audio tools such as emitters & environmental detection systems

2020 – 2022
R&D SPECIALIST, TT GAMES

- Developed multiple game prototypes, responsible for all audio tech, music & audio design
- Scored and designed audio for multiple trailers, sizzle reels and demos
- Contributed to and authored multiple Game design & Tech design documents
- Designed and implemented high quality sound FX for multiple game genres
- Collaborated with programmers to ensure a high level of technical polish
- Worked with design directors to create a consistent audio presentation
- Produced high quality audio implementations in a very short timeframe
- Helped manage teams schedules to ensure objectives are met
- Responsible for my own schedule and the schedules of relevant collaborators
- Created bespoke audio components and middleware integrations

2017 – 2020
AUDIO PROGRAMMER, TT GAMES

- Wrote low and high-level proprietary audio systems
- Created tools such as audio and music editors using C++ and C#
- Worked on the audio engines of 7 games throughout their development cycle
- Designed and implemented audio engine from scratch
- Worked with the Audio department & Engine teams to ensure a high level of usability and efficiency
- Collaborated with audio designers to ensure a high level of audio quality and performance
- Created debug tools to quickly discover problems, get to the root of bugs and help optimize audio setups

EDUCATION

2017

GAMES COMPUTING (1ST), UNIVERSITY OF LINCOLN

Dissertation topic: Representing Ethics in Games AI – Involved developing an RTS in which the AI opponents were modeled using different ethical frameworks

Relevant project: Procedurally generated environment – I created a procedural audio environment system that placed audio elements according to generated geometry characteristics

Helped manage & DJ'd for the local radio station and helped lead the music production society's workshops

SKILLS

- Capable Technical audio designer, with many years of experience with dynamic sfx gameplay integration
- Skilled with multiple DAWs and audio workflows including Reaper, Pro Tools & FL Studio
- Experience designing haptics on PS5 & Switch
- Creative game designer, with a track record of successful level and game designs
- Solid technical understanding of audio principles
- Proficient at music composition
- Technical proficiency with advanced game audio techniques
- Deft recordist, with experience recording in studio sessions and in the field
- Experience with Audio middleware such as Wwise & Fmod, as well as in-house audio systems
- Proficient in multiple programming languages including C++, C#, Python, R.
- Advocate for data-oriented programming patterns
- Effective communication and presentation skills
- Multi-discipline expertise allows for effective collaboration and scope management
- Optimization evangelist

ADDITIONAL SKILLS & INTERESTS

- Conversational Japanese language proficiency
- Avid musician, loves playing uncommon instruments like the lute
- Philosophy Geek
- Enthusiastic (albeit unskilled) skateboarder
- Community volunteer