

JESSE JONES

Sound Designer / Field Recordist / Audio Implementer /
Dialogue Editor / Recording & Mix Engineer

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PROFESSIONAL EXPERIENCE

CREATIVE ASSEMBLY UK

JUNE 2022 - PRESENT

Worked as the technical dialogue designer for large scale Total War projects, organizing data and optimizing implementation schemes in Wwise for a high volume of voiceover content, collaborating with dialogue recording engineers, sound designers and game designers to provide a consistent as well as ambitious implementation style for these games.

NEO INTERACTIVE LLC

DECEMBER 2020 - PRESENT

Worked with Neo Interactive developers creating and iterating on all audio assets for the 3rd person multiplayer combat game Samurai Zero, the specific emphasis and focus of which revolved around melee and sci-fi stinger audio corresponding to VFX elements. This project covered melee combat, locomotion foley, VFX, ambience, voiceover, music and dynamic mixing, as well as UE4 and Wwise implementation tasks to sell the high fantasy world and atmosphere of Edo.

SCHERZO GAMES

DECEMBER 2019 - PRESENT

Worked with new studio Scherzo on an innovative title in the arcade and twin-stick-shooter genre called Cyberpulse to help facilitate and develop the audio vision and aesthetic for a game that relies on using force-based transferring of kinetic energy to destroy enemy AI or competitively against other player avatars in a PvP setting. A large focus of this project went toward creating a cohesive digital sound palette, and to tackling unique game audio mix situations presented in frenetic gameplay modes through implementing events and dynamic mix systems in FMOD Studio.

EDUCATION

SCHOOL OF VIDEO GAME AUDIO

FMOD DEMOREEL COURSE

OCT. 2016 - DEC. 2016

BERKLEE COLLEGE OF MUSIC

ORCHESTRATION

SEP. 2018 - DEC. 2018

RECORDING ARTS CANADA

SOUND & MUSIC RECORDING COURSE

JAN. 2013 – DEC. 2013

SKILLS & SOFTWARE FLUENCY

- Sound Design
- Audio Implementation
- Music Composition
- Tracklay
- Interactive Mixing
- Field / Foley Recording
- VO Recording / Editing
- ADR
- Protocols
- Reaper
- Logic Pro X
- Unity 3D
- Unreal Engine 4
- FMOD Studio
- Wwise
- Perforce / Other version control software