

# OLIVERWOOD

Audio Lead & Experienced Sound Designer

## PROFILE

I am a passionate game audio professional with over 16 years of experience creating and managing immersive and engaging audio for video games.

I've spent the last 6 years of my career working primarily as a Lead Audio Designer, helping to shape and deliver audio for projects such as Sackboy: A Big Adventure and Overcooked! 2, as well as multiple unannounced AAA titles at various studios around the world.

## WORK EXPERIENCE OVERVIEW

### Double Eleven | Lead Audio Designer

2023 Dec - Present

In late 2023, I joined Double Eleven as an Audio Lead, responsible for spearheading the creative audio vision and managing the audio team for the company's first internal IP, marking a significant milestone for the studio. My role encompassed audio direction, system design, and mentorship, as well as sound design and implementation.

Within an impressive eight-month timeframe, our game successfully transitioned from conception to early access. Throughout this period, we maintained full integrity of our creative audio vision, developing robust systems capable of adapting to the evolving GAAS model.

### 9 Lives Interactive | Lead Audio Designer

2023 Jan - Oct

I was recruited by 9 Lives Interactive to leverage my expertise in team building and audio leadership for their newly established studio. My responsibilities included assisting the Audio Director in assembling a globally remote team, implementing audio pipelines, and establishing best practices.

In collaboration with the Audio Director and Production team, I managed scheduling and feedback processes while leading the project's sound design, ensuring high-quality standards were maintained across all aspects of the project's soundscape.

### Sumo Digital | Lead Audio Designer

2021 - 2023

Upon joining Sumo Digital as a Lead Audio Designer, I oversaw the audio for "Sackboy: A Big Adventure" on PC as well as managing all platform DLC audio requirements. Concurrently, I supported the Audio Director in defining the audio vision for an unannounced AAA title.

After successfully delivering the project, I transitioned to another internal team, where I assisted the Audio Director and supported the wider audio team in delivering an ambitious AAA title for a major franchise. My responsibilities included directing, reviewing, and providing feedback to audio outsourcing partners, as well as creating and implementing the audio pipeline for cutscenes and post-release content.

## PORTFOLIO

[www.oliverwoodaudio.com](http://www.oliverwoodaudio.com)

## EDUCATION

- Leeds College of Music  
Music Production & Popular Music
- Leeds College of Music  
Music Technology

## SKILLS

### Personal

- Excellent communicator
- Ability and desire to learn new skills
- Adaptable and dependable
- Keen problem solver
- Attention to detail

### Professional

- Audio leadership, management, and mentoring
- Audio pipeline and system design
- Documentation and presentation delivery
- Feature breakdowns and costings
- Scheduling and task management

### Technical

- Vast sound design and implementation experience
- Advanced recording, editing, mixing, Foley, and dialogue editing skills
- Advanced knowledge of multiple DAWs such as Reaper, Nuendo, and Cubase
- Advanced knowledge of VST plugins
- Strong knowledge of sound library management applications such as Soundminer Inc. Radium
- Proficient in audio repair tools such as iZotope's RX and Sony Sound Forge
- Familiar with loudness requirements and platform compliance
- Experience using source control programs such as Perforce, GIT and SVN

# WORK EXPERIENCE CONTINUED

## Team17 Digital | Head of Audio

2008 - 2021

I joined Team17 Digital in 2008 as a Junior Audio Designer and advanced through different roles, eventually becoming Head of Audio in 2019. Throughout my tenure, I designed audio for games such as the Alien Breed Trilogy and the beloved "Worms" franchise, composing full soundtracks for titles like Overcooked! 2, gaining extensive experience in delivering a full audio service.

As Head of Audio, I was responsible for implementing audio pipelines and best practices, recruiting and mentoring a fantastic audio team, and establishing dedicated audio suites to support both internal and external IPs, as well as the creative services department.

*More about me...*

In addition to my sound design work in the games industry, I have composed music and designed sound for multiple award-winning online games, such as "Branded Megaways," which won EGR's "Game of the Year" award in 2020. As a musician and songwriter, I have had the opportunity to perform and record across the UK, Europe, and America, including prestigious venues such as the BBC's Maida Vale studios.

Throughout my career, I have been involved in various concept and new IP teams, leading to games being fully funded and released to market.

## CREDITS

- Multiple unannounced AAA titles
- Blindfire
- Project Coltrane
- 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...*

References available on request

- Development experience, including Unreal, Unity and multiple in-house engines
- Experience using Unreal Audio, MetaSounds, Unity Audio, FMOD, with advanced knowledge of Wwise
- Familiar using project management tools such as JIRA, ADO, Notion, and Miro



## AWARDS

### **Overcooked! 2** **BAFTA GAME AWARDS**

Nominee

Best British Game  
Best Multiplayer Game

### **Sackboy: A Big** **Adventure**

**BAFTA GAME AWARDS**

Winner

Best British Game  
Best Family & Social Game

Nominee

Best Music

### **Overcooked! 2** **THE GAME AWARDS**

Winner

Best Family Game

### **Sackboy: A Big** **Adventure**

**DEVELOP STAR AWARDS**

Nominee

Best Audio

### **Sackboy: A Big** **Adventure**

**DICE AWARDS**

Nominee

Outstanding Achievement  
in Audio Design

### **Sackboy: A Big** **Adventure**

**MCV AWARDS**

Nominee

Audio Innovation of the  
Year



## CONTACT

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