

OLIVER WOOD

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 Sound Designer, helping to shape and deliver audio for projects such as Sackboy: A Big Adventure, 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 the 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, providing feedback and mentorship, as well as sound design and implementation.

Within an impressive eight-month timeframe, we successfully transitioned from conception to early access. Throughout this period, we maintained the integrity of our audio vision document and developed robust systems capable of adapting to the evolving feature sets necessary for an early access title.

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 assembling a globally remote audio team, implementing audio pipelines, and establishing best practices. Additionally, I supported audio direction and ensured the project's audio vision was consistently upheld.

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 soundscape.

Sumo Digital | Lead Audio Designer

2021 - 2023

Upon joining Sumo Digital as a Lead Sound Designer, I oversaw the audio for "Sackboy: A Big Adventure" on PC and managed the console DLC updates and roadmap. Concurrently, I supported the Audio Director in defining the audio vision for an unannounced AAA title.

After successfully delivering "Sackboy" on PC, I continued as Lead Sound Designer with another internal team. I assisted the Audio Director in key areas and supported the team in delivering an ambitious AAA title from a major franchise. My responsibilities included directing, reviewing, and providing feedback on audio outsourcing, as well as creating and implementing the audio pipeline for cutscenes and post-release content.

PORTFOLIO

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 quickly
- Adaptable and dependable
- Keen problem solver
- Attention to detail

Professional

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

Technical

- Vast video game 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 to the position of 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 our internal and external IPs, as well as our 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 at 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 into pre-production and released to market.

I believe all of these experiences have shaped me into the audio professional and developer I am today.

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

- Extensive development experience, including Unreal Engine, Unity and multiple in-house engines
- Experience using Unreal Audio, MetaSounds, Unity Audio, FMOD, and 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



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