

# Harry Nixon

SOUND DESIGN | GAME AUDIO

## WORK HISTORY

### The Chinese Room Sound Designer

May 2024 - December 2024

**Warframe** - *Digital Extremes, Sumo Digital*  
*Proprietary Engine, Lua script*

- Co-developed "Caliber Chicks 2" - a neo-geo-style, run & gun, retro arcade minigame for their "1999" update
- Established audio direction in close collaboration with design director.
- Creative sound design of authentic assets appropriate to the era
- Responsible for implementation into proprietary engine using engine audio tools and Lua script
- Worked to tight deadlines in a live service environment

**V Rising** - *Stunlock Studios, Auroch Digital*  
*Unity, FMOD*

April 2024 - May 2024

- Testing and bug fixing haptics for PS5 release

**Still Wakes the Deep** - *The Chinese Room*  
*Unreal Engine 5, Wwise*

March 2022 - April 2024

- Creative sound design for ambiances, creatures, orchestration, Foley + more
- Created and maintained audio systems - including interactive, audio-driven creature simulation for gameplay
- Created audio benchmark for horror pacing
- Ownership of player Foley
- Helped to establish audio workflows for brand new audio team
- Close collaboration within audio team to deliver evolving soundscape
- Managed documentation of tools and workflows for future project reference

### Freelance Sound Designer

January 2021 - March 2022

**This Dead Winter** - *Kiln Studios*  
*Unreal Engine 4, FMOD*

- Designed audio assets for this dark fantasy adventure game
- Took ownership of FMOD project and audio systems in Unreal Engine
- Worked closely with creative lead to determine audio direction

## SKILLS

- Proficient in the use of both Wwise and FMOD
- Skilled in the use of Unreal Engine and Unity
- Able to create compelling audio assets in both Reaper and Pro Tools
- Experienced with creating/managing audio systems and documentation
- Experienced user of source control such as Perforce
- Comfortable working to tight deadlines - still delivering high quality audio
- Effective collaborator both within audio team and between disciplines

## HONOURS

**Still Wakes the Deep** - *The Chinese Room*

- TIGA Awards // Best Audio Design - **WINNER**
- BAFTA Game Awards // Audio Achievement - **LONGLIST**
- D.I.C.E Awards // Outstanding Achievement in Audio Design - **NOMINEE**
- Golden Joystick Awards // Best Audio Design - **NOMINEE**
- Music+Sound Awards // Best Sound Design in a Video Game - **NOMINEE**