



Joshua Foers

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Enthusiastic and ambitious game audio designer with expertise in audio production, sound design, and implementation. Thrives both in team environments and when working independently. Passionate about enhancing gaming experiences through creative audio solutions.

Skills and Competencies

Sound Design:

- Proficient in SFX processing, with extensive experience in mixing and mastering.
- Skilled with industry-standard DAWs: Ableton Live, Reaper, and Logic Pro.
- Strong knowledge of software synthesis techniques using various plugins.
- Experience as a dialogue editor on AAA games (Over 10 Shipped titles).
- Familiar with typical file management workflows: Excel, Google Sheets.
- Skilled in spectral editing software: Adobe Audition.

Studio and Field Recording:

- 10 years of studio recording experience as a musician and producer.
- Field recording expertise acquired through multiple location recording sessions, using a wide range of industry-standard equipment ([See Link](#)).

Implementation:

- Experience using FMOD with Unity to implement and automate sounds in a 3D spaceship shooter (Personal Project).
- Experience using Wwise with Unreal to implement and automate sounds in a Sci-Fi stealth game that was developed entirely independently (Personal Project) ([See Link](#)).
- Competent in C# scripting language for audio implementation in Unity.
- Competent in using Blueprint visual scripting language within Unreal Engine.

Interpersonal Skills:

- Thrives under pressure having experience in several fast-paced work environments.
- Effective team player with multitasking, problem-solving, and time management abilities.

- Competent in managing a team having experience as a retail supervisor for one of the busiest branches of Game Retail in the UK.
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Employment

Voice Over Editor: *Pit Stop Productions*

July 2022 – November 2023

Edited and organized dialogue to meet client specifications, ensuring clean, natural audio. Key tasks included sample length adjustments, SFX chain processing, managing noise floors, gain adjustments, and pop/click sound removal. Mostly achieved using Reaper and Adobe Audition.

Supervisor: *Game*

December 2022 – Present

Key Accomplishments

- Completed the MSc Sound and Music for Interactive Games course at Leeds Beckett University with a Distinction grade. Also received the Postgraduate Award for technical achievement after finishing with the highest marks of 2023.
 - Contributed to the dialogue editing in *Baldur's Gate 3* which went on to win several awards for Game of the Year 2023.
 - Collaborated with AAA developers like EA Sports as part of a dialogue localization team.
 - Independently created a Sci-Fi stealth game using Unreal Engine 5, in which a dynamic difficulty adjustment enemy sound system was designed and implemented. This was achieved using blueprints and Wwise middleware (Personal Project) ([see Link](#)).
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Education

MSc Sound and Music for Interactive Games: Leeds Beckett University (Distinction) – 2023

BA (Hons) Popular Music: Leeds College of Music - 2015

Other Qualifications

- **Rockschool Grade 8 Piano** - 2012
- **LCM Grade 5 Music Theory** - 2012

Internal Training: Wwise, Reaper, Fmod, Unreal Engine, Unity, Adobe Audition, Adobe Premiere Pro, Ableton Live, Logic Pro, Excel, Perforce, Github.

References are available upon request.