

# Samuel Scott

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## WEBSITES, PORTFOLIOS, PROFILES

- <https://samuelscott-tsd.co.uk>
- <https://www.linkedin.com/in/sam-scott-795979242/>
- <https://github.com/samsquanchone>

## SUMMARY

A flexible technical sound designer with expertise in designing, editing, and integrating audio into video games. Moreover, I have experience in creating and developing sound and game systems which extend the capabilities provided by audio middleware. I am passionate about creating immersive audio experiences, while working collaboratively with a team of varying disciplines.

## SKILLS

### Game Design

- Unity 3D
- Unreal 5
- Wwise
- FMOD
- Resonance audio
- Manhattan music tracker

### Audio Software

- Pro Tools
- Reaper
- Max Msp
- Pure data
- Logic pro

### Audio Production

- Audio recording techniques
- Audio editing and post processing
- Mixing and mastering
- Audio synthesis

### Programming

- C++ (audio application and plugin development with JUCE)
- C# (Audio implementation and game system development)
- Java script (Tone JS)

## WORK HISTORY

### UNITY GAME DESIGNER | 06/2023 to 09/2023

#### Manhattan music tracker - Bristol, UK

- Developed three mini-games as part of the Manhattan summer internship program, aimed at creating procedural game music in Unity.
- Developed game and audio systems that utilized game data to create procedurally generated game music.
- Resolved audio integration problems, improved operations and provided support to other team members.

### AUDIO AND HOME ENTERTAINMENT PROMOTER | 09/2021 to 06/2023

#### Sony - Bristol, UK

- Trained retail staff members on Sony audio and home entertainment products
- Remained highly knowledgeable in different audio technologies from Sony's LDAC blue-tooth technology to various companies' spatial audio technologies.

## EDUCATION

**University of The West of England - Bristol, UK | Master of Science  
Commercial Video Game Development | 09/2023**

First-class

**Modules:**

*Commercial Games Studio (First-class), Games research and Development (First-class),  
Creative Technologies Dissertation (First-class)*

**University of The West of England - Bristol, UK | Bachelor of Science  
Audio and Music Technology | 09/2021**

2:1

**Modules:**

*Architectural Acoustics, Audio Post Production, Audio for Games, Live Sound, Music Technology  
Dissertation, Software Development for Audio, Audio Recording, Audio Process Design and  
Implementation, Applied Audio Systems, Mobile and Physical Computing, Introductory Audio  
Programming, Theory of Music, Exploring Music, Audio Technology, Audio Engineering, Internet  
Systems, Programming Project, Computer Architecture, Program Design and Implementation,  
Professional and Communication Skills, Internet Systems Fundamentals, Mathematics for  
Computing*

## Hobbies / Interests

- Playing a variety of sports: cricket, football, tennis, badminton
- Building, painting, and playing Warhammer 40k (blood angels)
- Music production and DJing
- Audio related software development (audio applications and plug-ins)