

JACOB DENNY

SOUND DESIGNER

ABOUT

I am a sound designer who designs and integrates sounds for video games and films.

PROFILE

ADDRESS

52 Pioneer St. Rochester, NY 14619

CONTACT NO.

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EMAIL

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WEBSITE

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DEMO REEL

<https://www.youtube.com/watch?v=Ta sWstAXEFs>

SKILLS

Reaper ●●●●●

Wwise ●●●●○

Unity ●●●●○

Pro Tools ●●●●○

Unreal ●●●○○

PROJECTS

Ori and the Will of the Wisps

Sound Designer & Audio Integrator

- Designed dozens of sound effects for various objects/props & environmental ambiences.
- Integrated thousands of audio objects including character foley and vocalizations, environmental ambiences, music, stingers, objects/props, etc.
- Employed proficiency in both Unity & Wwise working with game physics via RTPCs, in-game audio vs. cinematic audio, a complex music system via states, etc.
- Mixed in stereo and Dolby Atmos.

Exalt

Audio Lead & Lead Sound Designer

- Designed hundreds of sound effects for enemies, weapons, abilities/spells, environmental ambiences, objects/props, cinematics, foley, etc.
- Worked with composer in prepping music stems in order to create a seamless dynamic musical atmosphere throughout the game whether in combat or exploration.
- Integrated all the above into Unity via Wwise.
- Some C# scripting

EDUCATION

UNIVERSITY OF NORTH TEXAS, 2010 - 2015

BM in Music Composition

EASTMAN SCHOOL OF MUSIC, 2017-2019

Master's Degree in Film Scoring & Contemporary Media