

STEPHEN BROWN

GAME AUDIO PROFESSIONAL

Online Portfolio: www.stephenbrownaudio.com

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My objective is to work with inspired developers creating groundbreaking interactive audio.

EXPERIENCE

LEAD AUDIO DESIGNER: Certain Affinity, Jan 2020 – current

- Creating and articulating audio vision for AAA title
- Managing small team of internal and external sound designers
- Identifying technical audio requirements, and establishing audio pipelines
- Authoring hero-level audio assets

TECHNICAL AUDIO DESIGNER: 343 Industries, Aug 2018 – Dec 2019

- Recorded and integrated audio in HALO INFINITE
- Developed audio systems for HALO INFINITE
- Managed audio mix rooms (Crestron, Intonato, Atmos)

AUDIO DIRECTOR: Wargaming Seattle, Jul 2017 – Aug 2018

- Established audio vision and set quality requirements
- Created audio production pipeline
- Managed internal team and outsourcing

LEAD AUDIO DESIGNER: Wargaming Seattle, Oct 2013 – Jul 2017

- Established Audio Dept and built bleeding-edge audio systems
- Oversaw final mix for the project
- Conducted field recordings and VO sessions
- Produced all SFX assets
- Purchased all audio software and studio gear
- Hiring manager for WGS Audio Dept

SOUND DESIGNER: WB Games (Monolith), Sep 2008 – Oct 2013

- Developed audio systems for SHADOW OF MORDOR
- Authored and implemented assets for LoTR, Batman and FEAR series

JR. SOUND DESIGNER: Midway Austin, Apr 2007 – Sep 2008

- Worked on open world, GTA-style unreleased project
- *Intern of the Decade Award Winner (Feb 2007 – Apr 2007)*

EDUCATION

Texas A&M University @ College Station

BACHELOR OF SCIENCE: Computer Science (Engineering)

MINOR: Music

- Computer Science - Software Engineering, Object-Oriented Programming, C++, Java
 - Music - Sound Recording, Electronic Composition, Music Theory
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TESTIMONIALS

"After working with Stephen, he showed me how a world class sound designer can take an audio experience to a new level. I would work with Stephen anytime, anywhere and on any project."

-Chris Taylor, Founder Gas-Powered Games / GM Wargaming Seattle

-Stephen's direct manager at Wargaming Seattle

"Stephen Brown is a very talented creative, strong leader and mentor. Definitely the person you would want on your team. He not only cares about the audio but also the individual."

-Brian Pamintuan, Dir of Audio, Monolith

-Stephen's direct manager at Monolith

"Stephen truly immerses into every detail. He exudes an enthusiasm that energizes a team, and his approach to sound design creates a powerful soundscape that stands apart from the rest."

-Chad Queen, Director of Production, Crystal Northwest

-Stephen's colleague at Wargaming Seattle

"Stephen Brown is an excellent sound designer, director, and audio lead who excels at all facets of game audio. He is able to execute a sonic vision with clarity and precision rarely seen in the game audio industry!"

-Egan Budd, Sr. Sound Designer, Facebook

-Reported directly to Stephen at Wargaming Seattle

"Stephen Brown did a fantastic job keeping everyone moving together in our department, allowing each team member to showcase their individual strengths while keeping everyone moving toward the same ultimate vision. We were consistently able to hit our milestone deliverables and adapt to a project with shifting direction and due date. He was always willing to help tackle difficult tasks and provided excellent guidance and mentorship throughout the entire project. As a team leader, Stephen earns my highest recommendation."

-Kevin Salchert, Technical Sound Designer & Composer, Amazon Games

-Reported directly to Stephen at Wargaming Seattle
