

Haroon Thantrey

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Profile

I am an Audio Designer with a focus on Game Audio and have a formal education to degree level in Sound Technology. I have worked professionally in Game Audio for over 2 years, initially as freelance before joining *Rebellion Developments* in 2016 and *Splash Damage* in late 2017 as part of the Audio Departments. This has enabled me to work on a variety of projects from shooters, such as the Sniper Elite series, to cutting edge VR games like Battlezone. I have a dedicated passion for all things Game Audio and believe it to be at the forefront in both enhancement and embellishment of the player experience, as well as pushing the boundaries of Audio as a whole.

Credits

- **Madden NFL 17 (PS4/XB1) – Sound Editor**

Foley Editing.

- **Battlezone (PlayStation VR, Oculus, Vive) – Audio Designer**

Audio Design & Implementation, Sound for promotional videos.

- **Nominated for Audio Design – TIGA Awards 2017**

- **Sniper Elite 4 (PS4/XB1/PC) – Audio Designer**

Audio Design & Implementation, Foley Recording, Dialogue Editing, Cutscene Sound, Sound for promotional videos.

- **Nominated for Creative Achievement in Sound Design – Develop Awards 2017**

- **Nominated for Best Audio – Golden Joystick Awards 2017**

- **Strange Brigade (PS4/XB1/PC) – Audio Designer**

Audio Design & Implementation, Foley Recording, Dialogue Editing, Cutscene Sound.

Software Skillset

- Reaper
- Wwise
- Unreal Engine 4
- Pro Tools
- Logic Pro
- Native Instruments Komplete (Inc. Reaktor, FM8, Massive, Kontakt and more)
- Plugin Suites including Waves Diamond Bundle, Soundtoys Complete, FabFilter Total Bundle
- Perforce
- Jira/Confluence
- SVN

Additional Experience

Game Audio

2013- Present

During my time at University I educated myself in the field of Game Audio, which involved developing skills with audio Middleware such as **Wwise** and FMOD. I also developed implementation skills in **Unreal Engine 4**, building an interactive audio environment as part of my final year University project, which showcases a wide range of **implementation** techniques, as well as integration of Wwise into the Unreal Engine.

Sound for Linear Video

2012- Present

Over the course of my studies at LIPA I was constantly developing Audio skills for Film and Television. This included; **Sound Design, Foley Recordings, Dialogue Recording, Editing** and **Mixing** (adhering to loudness monitoring standards such as EBU R128). I believe all of the skills I developed here are easily transferable to the application of Game Audio.

Studio Experience

2007-Present

During my time at LIPA I actively engaged in many aspects of recorded audio including tracking, mixing and mastering a diverse range of artists. This gained me valuable experience in choosing the correct signal flow and approach for the job at hand, using equipment from manufacturers such as SSL, Neve, Sennheiser, Manley, Earthworks and TC Electronic. This experience allows me to confidently operate a professional studio environment, using a wide variety of approaches whilst consistently delivering a high quality recording, regardless of source.

Additionally, I spent five years at CRS studios in Nottingham where I was involved in every aspect of the operation of the studio, from engineering and producing, to engineering live shows. This got me actively involved with audio at a young age, which gave me vital experience that I have carried with me as my skills have grown.

Qualities

- Effective communication
- Adaptability and flexibility
- Supportive teamwork
- Interest in emerging concepts and advancements in Game Audio

Employment

Splash Damage

November 2017 to April 2018

Associate Audio Designer an Unannounced Title.

Rebellion Developments

January 2016 to November 2017

Audio Designer for Sniper Elite 4, Battlezone and Strange Brigade.

Game Audio Freelancer

October 2015 to January 2016

Sound design and editing, contracted work through Solid Audioworks.

Education

Liverpool Institute for Performing Arts

September 2012 to July 2015

BA (Hons) Sound Technology - *Second Class Grade I (2.1)*

New College Nottingham

September 2011 to July 2012

Intensive A-level course; *A in Psychology and B in English Language*

Bilborough College

September 2009 to July 2011

A-Levels; *B in Music Technology, D in Computing and D in Philosophy*

Activities

I am passionate about gaming and enjoy playing a diverse range during my free time. My other big passion is music, I love playing Electric Guitar regularly and also endeavor to keep up to date with the latest industry news online. I also enjoy playing football and badminton with friends.