





COLLIN SCUDDER

Sound Designer

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PROFESSIONAL SUMMARY

I have 10 years of experience in interactive and linear audio. I run a game and film sound library creation company with my dad and brother, focusing on audio assets for 3D game environments. My sounds have been licensed by top AAA games, including Ubisoft, Krafton, SuperCell, Techland, and THQ (BioMutant). I also freelance in game audio, contributing to popular titles like Call of Duty Mobile, Honor of Kings, and Towers of Algasba. My passion for game audio and cinematic sound is sculpting immersive worlds from concept to final product

AREA OF EXPERTISE

Sound Design & Synthesis

Game Audio

Foley and Field Recording

Audio Implementation

Interactive Audio Design

Audio & Voice Over Editing

Sound Asset Management

Mixing and Mastering

Audio Post Production

Problem Solving and Creativity

Collaboration and Communication

Technical Proficiency

Project Management

WORK EXPERIENCE

Lead Sound Designer

Epic Stock Media, Nashville, TN | 2014 - Present

- Lead daily audio product development and pipeline with a team of 7-12 employees and freelancers.
- Deliver 4-6 new sound effects libraries monthly, covering diverse SFX types.
- Design high-quality assets, manage foley, recording sessions, and all aspects of sound design from pre to post-production.
- Oversee creative direction, metadata, library organization, and production schedules.
- Handle contracts, budgets, and weekly releases, while maintaining documentation and managing distribution channels and client relationships.

Sound Designer

LevelUp Game Audio LLC, Remote | 2021 - Present

Towers of Algasba (Developed by Dreamlit Entertainment, Published by Sony Interactive):

- Managed all aspects of sound design, including foley, ambiance, dialogue editing, music mix, and full mix for in-game cutscenes.
- Developed a system for efficient export of audio stems, streamlining the integration process into the game engine.
- Designed sound effects for various in-game creatures, enhancing their presence and interactions.

Honor of Kings:

- Produced audio assets for new character skins, personalizations, skills, and magic sound sets.
- Created engaging audio for in-game trailer cutscenes, contributing to the game's immersive experience.

Call of Duty Mobile:

- Developed a wide range of weapon sound sets, handlings, skins, gun upgrades, and inspections. Sound design for in-game cutscenes, new skins, unlocks

REEL + PORTFOLIO

[Game & Cinematic Reels](#)

[Technical / Implementation Reel](#)

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CERTIFICATIONS

Izotope RX 9: From 0 to Hero

Noble Work Foundation

Feb. 2023

**Game Audio 101: How To Create Sounds
for Games**

Udemy

July 2022

Wwise 101 Certification

Audiokinetic

April 2022

TOOLS

Reaper, Nuendo, Logic Pro X, Pro Tools

Wwise, FMOD

Unreal, Unity

Izotope, Reaktor, Fabfilter, Waves,

SoundToys, Soundminer, Sound Particles,

Native Instruments, Omnisphere, Myriad,

Envy, Soothe 2, Adobe Audition

Perforce, Jira, Confluence, Google Office,

Windows, Mac

WORK EXPERIENCE

Plugin Sound Designer

Sound Yeti, Nashville, TN | 2016– 2021

- Co-produced and designed audio-sample-based plugins (Ambition, Collision FX, Method 1, Revelation Scoring Grand, DV8).
- Planned, created, edited, implemented, and tested audio assets in Kontakt 6 plugins.
- Captured raw source using synthesis, foley, and field recording sessions.
- Designed cinematic synth presets to achieve hybrid sonic sound design.
- Performed batch audio processing on diverse project scopes.

Sound Designer

Freelance, Remote | 2014 - 2021

- Designed and delivered diverse sound assets for games, including creature, magic, UI, ambiance, foley, sci-fi, cartoon, weapons, and vehicles.
- Collaborated with game developers to understand and fulfill SFX needs, maintaining a 4.9/5 rating with over 80 reviews on 100+ projects.
- Secured 20+ game sound design credits and contributed to popular titles like Call of Duty Mobile, Honor of Kings, and Towers of Algasba.
- Edited dialogue, performed foley, and provided sound design and mixing for feature films at B22 Films, with credits including Buckskin (2021) and Copper Bill (2020).
- Created original soundscapes and music cues for TV networks such as HBO, MTV, and WWE, achieving over 100 TV placements.
- Designed and edited original SFX for MMORPG PC games at Winterleaf Entertainment, including creature sounds and location ambiances.