

# SCOTT V. GILMORE

## Sound Designer

### CONTACT:

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### REEL + PORTFOLIO:

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## SKILLS

Experienced sound designer creating interactive audio for games since 2013. My specialties include studio and field recording, sound synthesis, and technical audio implementation using various audio middleware (Wwise, FMOD) and game engine tools (Unreal, Unity, proprietary). I design and integrate audio to help bring places and characters to life while crafting emotion within the player experience. I am always looking for opportunities to collaborate with developers to craft emotion and help tell stories with sound.

## EXPERIENCE

### **Meta** - *Senior Sound Designer*

(November 2023 - Present)

- Supporting the Ready At Dawn and Camouflaj games studios with VR game audio design and implementation
- Projects: Batman: Arkham Shadow (2024), Unannounced (Ready At Dawn)

### **Lightspeed LA** - *Lead Sound Designer*

(September 2021 - November 2023)

- Leading and supporting the sound design team on a unique AAA open-world game IP "Last Sentinel" while helping to establish the audio department at a brand new game studio
- Collaborated with other disciplines to establish audio technology and production pipelines
- Structured tasking priority, designer workload and tracked milestone and game feature deliverables
- Organized and implemented sound design team skills building and craft development as well as bespoke support for the growth of individuals on my team
- Developed and iterated on audio aesthetic with Audio Director
- Sound design and implementation with 3rd party and proprietary tools
- Projects: Last Sentinel (TBA)

### **Obsidian Entertainment** - *Senior Audio Designer*

(October 2019 - September 2021)

- Sound design, foley and field recording for first-person RPG projects
- Audio asset implementation and mixing using Wwise and Unreal engine
- Primary SFX focus on creatures/robots, character abilities, scripted sequences and VO processing

- Collaborating with art, animation, design and engineering to design, test and iterate on various gameplay features
- Developing audio data systems for AI sound behavior, runtime VO processing and character abilities
- Assisting audio pipeline development and refining iteration and content review processes
- Providing support and mentorship for associate audio team members
- Projects: Avowed (TBA), The Outer Worlds (2019), The Outer Worlds: Murder on Eridanos DLC (2021)

### **Obsidian Entertainment** - *Audio Designer*

(October 2017 - October 2019)

- Projects: Pillars of Eternity II: Deadfire (2018), Pillars of Eternity II: Beast of Winter DLC (2018), Pillars of Eternity II: Seeker, Slayer, Survivor DLC (2018)

### **Telltale Games** - *Lead Sound Designer*

(August 2015 - October 2017)

- Sound design, foley and field recording across a variety of genres with a cinematic and narrative-focused style
- Delivering on all aspects of sound design and implementation on a per level basis (ambience, creatures, weapons, foley, ui)
- Audio asset implementation and mixing using FMOD Studio and proprietary engine
- Additional voice direction and recording with loop group VO vendors
- Providing aesthetic and technical guidance for project audio team members
- Collaborating with Production to build schedules and tasking
- Supporting audio pipeline development for FMOD and engine integration as well as audio scoping and planning practices
- Projects: Batman: The Telltale Series Season 2 (2017), Marvel's Guardians of the Galaxy: The Telltale Series (2017), The Walking Dead: A New Frontier (2017), Batman: The Telltale Series (2016), The Walking Dead: Michonne (2016), Game of Thrones: A Telltale Game Series (2015)

### **Telltale Games** - *Sound Designer*

(September 2013 - August 2015)

- Projects: Minecraft: Story Mode (2015), Tales from the Borderlands (2015), The Wolf Among Us (2014), The Walking Dead: Season Two (2014)

## **TOOLS**

- DAW: Reaper, Nuendo, Ableton, Pro Tools
- Audio Middleware: Wwise, FMOD Studio
- Game Engine: Unreal, Unity
- Audio Plugins: iZotope, Sound Forge, WaveLab, Reaktor, FabFilter, SoundToys, Waves, GRM Tools, Soundminer, Sound Particles
- Developer Tools: Perforce, Jira, Confluence, Microsoft Office, Google Suite

## **EDUCATION**

**University of California, Santa Barbara** - *Film (Bachelor of Arts),  
Computer Music (Minor)*

(September 2007 - June 2011)