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Jey Kazi

PROFILE

I'm an award nominated sound designer and avid gamer based in Manchester UK. I love my job and feel privileged to be able to work in an industry creating art with talented peers for people to enjoy. I'm passionate about all aspects of game development and game audio. I've spent the past few years working on indie titles, both PC and Console. From small 2 man indie teams, right up to large independent studios. My approach to game audio is technical but also creative. I'm comfortable working with middleware, scripting and being hands on with game engines. I think it's important to have a holistic approach to game development where feedback and teamwork are paramount.

SKILLS

FMOD	WWise	Unity	Unreal	Reaper	Pro Tools
Izotope RX	Logic	Source Control	AGILE	Scripting/ Blueprints	Audio Post
Field Recording	Music Editing and Production	Synthesis	Plugins/Outboard	VO Editing and Processing	Windows/OSX

CURRENT AND PAST POSITIONS

Payload Studios, London- *Sound Designer.* DEC 2016 - PRESENT
- Contracted Sound Designer on The Early Access Title TerraTech.

Fabrik Games, Manchester - *Lead Sound Designer.* MAR 2015 - JUN 2017.
- Worked in-house on The Lost Bear (PSVR) and a cancelled project with Oddbug Studio..
- Created the project with FMOD Studio and Unity.
- Responsible for the audio direction of the project.
- Created and Implemented Audio assets.
- Set up triggers, edited scripts and prefabs, tagged colliders
- Worked closely with Code team to design audio pipeline and systems.
- Liaised with Design, Code and Art teams.
- Mixed, Optimised and tested on target platform (PSVR/PS4 Dev kits).

Sigtrap Games, Manchester - *Sound Designer* OCT 2014 - OCT 2015.

Eiconic Games, Manchester - *Sound Designer* MAY 2014 - OCT 2014

Phi Games, Manchester - *Sound Designer* JAN 2014 - SEPT 2014

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AWARDS and NOMINATIONS

Audio Accomplishment Finalist	Sublevel Zero	Develop Awards, 2016
Audio Design Finalist	Sublevel Zero	TIGA Awards, 2016
Best Student Award	Game Audio for Audio Engineers	Futureworks, 2013

CREDITS

SuperPosition Phi Games	Technical Consultant and Implementation	TBC (WWise)	TBC
The Lost Bear Oddbug Studio **and** Fabrik Games	Lead Sound Designer (2 Person Team)	PSVR, Oculus (FMOD)	2017
TerraTech Payload Studios	Sound Designer	PC, Mac (FMOD)	Early Access/ TBC 2018
Super Rude Bear Resurrection Alex Rose Games	Sound Designer	PS4, Xbox One, PC (FMOD)	2017
Sublevel Zero (Redux) Sigtrap Games	Lead Sound Designer (2 Person Team)	PC, Mac, PS4, Xbox One (FMOD)	2017 (Console) 2015 (PC)
Final Horizon Eiconic Games	Sound Designer	PS4, PSVita	2014 (Featured on PS Plus)
TinyKeep Phi Games	Sound Designer	Mac, PC, Linux, iOS, Android	2014

EDUCATION

Futureworks, Manchester *Game Audio for Audio Engineers Diploma with Distinction*

SEPT 2012 - JUN 2013

The University of Salford , Manchester *Professional Broadcasting Techniques First Class Hons. Degree*

SEPT 2008 - JUN 2009

Manchester College, Manchester *Music Technology HND with Distinction*

SEPT 2006 - JUN 2008

References can be supplied upon request