

Barney Oram

Sound Designer for Video Games

I am an enthusiastic sound designer and game developer, with 8 years experience working with audio.

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EXPERIENCE

Cloud Imperium Games, Manchester UK – Sound Designer

November 2017 - Present

Owner of FPS and ship weapons, leading audio work on single player campaign, *Squadron 42*.

Cloud Imperium Games, Manchester UK – Junior Sound Designer

September 2016 - November 2017

Junior Sound Designer at Cloud Imperium Games, working on the recording breaking game *Star Citizen*, as well as single player campaign *Squadron 42*.

Ownership of ambience and enviromental sound design, co-ownership of ship / FPS weapons, extensive Wwise interactive system design, daily engine / XML work, daily sound design, some linear audio work, some dialogue editorial, some music work, some production sound work.

Collaborating with a large team of sound designers and audio programmers to create a truly interactive and ground-breaking audio experience.

Freelance Sound Designer, Lincoln UK – Sound Designer

September 2015 - September 2016

Sound Designer on multiple indie game projects, including *Hashtag Dungeon* (2016) and *Taphobos* (2016).

EDUCATION

Audio Production Degree, University of Lincoln UK – 2:1

September 2013 - September 2016

SKILLS

CryEngine / Lumberyard / VERS3D

Wwise

Unreal Engine 4, Unity, FMOD Studio

XML, some Lua, Python, Blueprint, FlowGraph

Reaper

RX 6, Waves, u-he, D16 Audio, Nugen, NI etc.

Pro Tools, Cubase, Vegas, Premier, Perforce, JIRA, Confluence, Notepad ++ etc.

Sound Devices, Tascam, Zoom, Sennheiser, AKG, Neumann, Sanken, PMC, RME etc.

