



**JONATHAN PEROS**

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Respawn Entertainment,

My name is Jonathan Peros, and I am happy to be applying for the open Audio Designer position at Respawn. I am an Audio Designer with about 8 years of experience in the video game industry, working on games across many different platforms, commercial and proprietary engines, team sizes, and scopes. Currently, I am working as the Audio Director for the reboot of the classic cyberpunk horror game, System Shock.

My work so far has given me the opportunity to grow a very wide breadth of skills, from sound design chops to implementation. I have strong technical understandings of synthesis, implementation, and audio propagation systems, as well as experience in scripting and VR. Leading audio on many teams has also given me very strong organizational and communication skills, as well as creative problem solving. I am always a strong proponent for audio on teams, using my knowledge to champion a compelling audio experience to the rest of the team.

But while leading small audio teams has given me a large range of skills, I am looking to integrate myself into a world-class audio team like Respawn's. At heart, I am a learner who is always seeking to better myself. As much as I have learned in my experience, I know that collaborating with other Audio Designers who are as passionate about their craft as I am will push me to grow into a better audio professional than I am now. I am driven to be the best Audio Designer that I can be, and working with an audio team like Respawn's will provide me with an excellent environment for growth.

I am an avid gamer who always puts the player's experience before anything else. I am a game developer first, using my specialized skillset to best support making great games. I play games for many reasons; I play online games to socialize with friends, story-based games as my art medium of choice, and problem-solving games to stimulate myself. I'm currently playing Dota 2, Star Wars: Knights of the Old Republic 2, and Screeps (as a method for teaching myself programming).

Thank you for your consideration,

Jonathan Peros



## MY SUMMARY

- Experienced Sound Designer with SFX for 18 projects in game and film over 8 years
- Proven leadership and organizational skills as Audio Director for 4 large-scale games
- Strong technical knowledge, having implemented 4 games complete technical audio designs

## RECENT EMPLOYMENT

### Nightdive Studios – Vancouver, WA

Audio Director – 2016–Present

Envisioned, organized, and created soundscape for iconic cyberpunk immersive sim **System Shock**. Highlights include: Designed and executed unique state-of-the-art sound propagation systems, including a multipath AI-based obstruction system with path-specific delays for Haas effect and daisy-chained reverb folding through spaces. Designed a dynamic mix system for in-game sounds to tune levels of immersion, clarity, and gameplay information depending on game state. Created full sci-fi ambisonic ambiences from the ground up to strengthen immersion.

- System Shock – In development

### locaine Studios – Irvine, CA

Audio Director – 2014–2015

All music and SFX creation for Steam Bandits Outpost and its surrounding media. Implementation in Unity and custom tools. Designed the audio integration for the project. VO processing, audio engineering, and the management of all audio timelines and audio backlogs.

- Steam Bandit Outposts (Steam) – In development

### Cadenza Interactive – Tustin, CA

Audio Director – 2010–2013

All audio. Highlights include: Designed our custom audio tools from the ground up. Created all SFX for games, including 3D environments, creatures, weapons. Directed and engineered voice actors. Implemented all sounds into game using both in-house tools and middleware engines, depending on project.

- The Wanderer – Canceled
- Retrovirus (Steam) – 2013

## FORMAL EDUCATION

### Berklee College of Music, Boston

Graduated: December 2012

Bachelor's in Music: Film Scoring with Music Business emphasis

## OTHER AUDIO WORK

- Undisclosed **System Shock 2** work – TBA
- **Havok** (physics engine) – branding sound design – 2015
- Potions: A Curious Tale (PC) – TBA
- Doomtroopers (PC) – TBA
- The Nest (PC) – 2017
- Grace (film) – score and sound design – 2015
- The Garage Presents – live music recording – 2015
- Undisclosed SFX library field recording – 2014
- Lunas Wandering Stars (Steam/WiiU) – SFX; Orchestration; OST Mixing/Mastering – 2014
- Girls Make Games (game dev camp) – 2014
- Airblower Kid (iOS) – all audio – 2014
- Core Overload (PC) – SFX (uncredited) – 2013
- Spirit's Requiem (film) – 2011
- Spectra (PC) – all audio – 2011

## MY SPECIALTIES

- Modular synthesis
- Audio systems design
- Signal processing
- Simulated acoustics/Sound propagation
- Implementation

## SOFTWARE SKILLS

- Cubase/Nuendo
- Ableton Live
- Fmod
- Wwise (certified user)
- Unity
- Unreal Engine 4/Blueprint
- Reaktor/Kontakt programming
- Basic C# scripting

## RELATED SKILLS

- Field recording/Foley
- Studio recording
- Audio engineering
- Audio/VO editing
- Audio engine design