

Noah Laudolff

Sound Designer & Technical Sound Designer

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Software

Reaper Wwise Unreal Engine SVN
C++, C#, C, Lua Unity Azure FMOD Studio
Adobe Premiere ProTools Perforce

Skills

Adaptive Audio Iterative Design
Audio Documentation Mixing
Recording/Foley Post-Production

Work Experience

Technical Sound Design Associate

June 2022 - September 2022

343 Industries - Halo Infinite - First Person Shooter

- Used proprietary tools to implement audio for multiplayer experiences
- Learned the ins and outs of a complex acoustics system and implemented acoustics in an arena multiplayer map
- Worked with Sound Designers to temp out and implement ambient audio for animated machines
- Collaborated in the reorganization of a AAA scale Wwise project
- Utilized open world workflow using proprietary tools to debug issues with acoustics in an open world environment
- Used Lua scripting to implement test cases for debugging audio systems

Academic Projects

Technical Sound Designer and Audio Lead

September 2021 - Present

Divergence - Third Person Action Shooter

19 Person Team

- Prototyped and created over 850 audio assets using Reaper
- Designed and implanted all sound effects and music using Unreal Engine 4 and Wwise
- Delivered a tight mix utilizing 14 busses, 4 sends, and a parallel multiband compression technique to balance frequencies
- Maintained an organized audio pipeline with good communication between team members, asset spreadsheet, changelog, and properly documented SVN commits

Technical Sound Designer and Sound Designer

September 2020 - May 2021

Vesna - Dark 2D Platformer

13 Person Team

- Recorded ~15% of SFX assets for customizability
- Produced all SFX and music assets with Reaper and Logic Pro
- Created an adaptive soundscape with FMOD parameters and snapshots
- Recorded a custom IR for FMOD convolution reverb for better special effects
- Communicated effectively with designers, artists, and programmers for a solid audio pipeline

Education

B.A. in Music and Sound Design

September 2019 - April 2023

DigiPen Institute of Technology