

# MARK ANDREW JONES

GAME DEVELOPER AND AUDIO DESIGNER

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🏠 Croydon, UK

*Game developer and audio designer with a diverse set of skills from more than six years of creating and integrating content on over thirty projects.*

## KEY SKILLS

- Audio design 2D and 3D games, and various other forms of linear and interactive media.
- Integration of audio content in UE4 (with Blueprints), Unity (with C#), and Wwise.
- Familiarity with delivering content on mobile, web, and various immersive platforms.
- Composition of music in various styles, and development of custom integrations into projects.
- Deep knowledge of music theory and acoustics.
- Independent management of the development and delivery of content in a project.
- Familiarity with Git, Perforce, Jira and other common industry-standard software and tools.
- Understanding of software development processes.
- Collaborative work ethic and knowledge of various disciplines within video game development.
- Ability to rapidly iterate upon and deliver content to meet the changing needs of projects.

## PROFESSIONAL EXPERIENCE

**FREELANCE: Game Developer / Audio Designer - January 2019 - Present**

Worked on several projects variously as a Unity developer, audio designer and game developer, including:



**ELEMENTS MUSIC EXPERIENCE - ElementsME**

Developing a music education application in Unity that teaches important musical skills such as notation-reading and rhythm-keeping through a series of minigames.



**SUNSHINE HARVEST - Netspeak Games**

Responsible for audio design and integration for a mobile casual MMO title built in UE4.



**DANNY MACASKILL RIDE OUT VR EXPERIENCE - Rewind**

Created and integrated audio for an intense UE4 VR mountain biking experience on a motion platform with a custom bicycle controller.



**INTERACTIVE CAPABILITY GUIDE - Sonovision UK**

Developed an interactive experience in Unity, building systems and interactions in C# to match an Adobe XD prototype, incorporating supplied assets and creating animations and effects.

**REWIND: Audio Engineer - August 2017 - January 2019**

Created all audio content for over twenty VR, AR, 360° video and hybrid projects, and integrated this content into Unreal (with Blueprints) and Unity (with C#). Two of these projects are detailed below:



**IMAGINING IN-CAR ENTERTAINMENT - Lyft**

Developed an immersive hybrid experience in a modified vehicle, combining an animated motion-captured AR character with hardware visual effects and surround-sound audio.



**EXPLORING THE FUTURE - PricewaterhouseCoopers**

Created An interactive VR exploration of a future world that has been disrupted by technology, presented through a simulation of AR within VR.



**RHONDDA REBEL - Welsh National Opera**

Recorded and edited audio for an AR experience that brought a Suffragette to life through opera. Audio was played back through speakers in the venue, while actors performed in sync.

## PROFESSIONAL EXPERIENCE (CONTINUED)

FREELANCE: Composer / Sound Designer - October 2016 - August 2017

Created music and sound for four projects, which are described below:



BEATBALL (Working Title) - Built initial prototypes for a music-based puzzle-platform game in UE4, in which music directly affects - and is affected by - gameplay.



SUPER SPELL LEGENDS - Composed a responsive soundtrack and assisted with audio implementation for a magical combat game built around a card-matching mechanic.



THE GOOD FEW - Composed music, created sounds and integrated all audio content for prototypes of a turn-based action/strategy game with a cartoonish aesthetic.



FISHALOT - Created and integrated into Unity all audio for a casual free-to-play fishing game on Android and iOS.

GOODGAME STUDIOS: Junior Sound Designer - March 2014 - September 2016

Composed music, designed and integrated sound effects, created documentation, organised tasks and provided quality assurance for audio on the following Goodgame Studios projects:



UNANNOUNCED PROJECT - Created and integrated audio, and composed a reactive, procedural soundtrack for a casual action game prototype.



SUNNY SMASH - Responsible for the audio direction of the project, creating all sound effects and music, and assisting with task management, integration and testing.



A LITTLE LOST - Responsible for the audio direction of the project, creating all sound effects and music, and assisting with task management, integration and testing.



GOODGAME BIG FARM - Improved the game's sound design by composition of a new soundtrack, and replacement of existing sound effects.



SHADOW KINGS - Worked with an external provider to deliver music and sounds, created additional sounds as required, and assisted with integration, testing and task management.



GOODGAME EMPIRE - Worked with an external provider to deliver music, created sound effects for the mobile version of the game, and assisted with integration and task management.

ADDITIONAL EXPERIENCE:

More than five years of experience in customer service, including supervisory roles.

## EDUCATION

HULL COLLEGE / LEEDS BECKETT UNIVERSITY: Music Production BA (Hons) 2:2, 2009 - 2012

Subjects studied: Studio Recording, Production Analysis, Creative Composition, Electronics and Computer Music, Acoustics, Music Theory Live Sound, Sound Design, Web Design, Creative Music Technology.

Dissertation: "An analysis of the techniques employed to convey emotion and meaning through sound in early video games, taking into consideration the limitations imposed by early hardware and software."

UNIVERSITY OF LIVERPOOL: Materials, Design and Manufacture, Certificate of Higher Education, 2005 - 2007

Subjects studied: Digital Electronics, Engineering Mathematics, Structural Materials, Mechanics of Solids, Metallurgical Thermodynamics, Microstructures of Steels and Light Alloys, Crystals and Defects.

## ADDITIONAL INFORMATION

LANGUAGES



ENGLISH: NATIVE



GERMAN: B1/B2 (INTERMEDIATE)

LINKS



[www.linkedin.com/in/markandrewjones](http://www.linkedin.com/in/markandrewjones)



[www.majsound.weebly.com](http://www.majsound.weebly.com)