

JESSE HOLT

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OBJECTIVE

Sr. Audio Designer looking to work with a broadly-skilled team to create games that engage and delight audiences through the creation of rich interactive audio soundscapes, while leveraging a wide sophisticated breadth of knowledge and experience.

SUMMARY

- 19+ years of experience creating signature interactive sound effects and music used on a wide variety of platforms including: iOS, Android, PC, Oculus Rift, Daydream, Nintendo Wii, DS, and web browser..
- Audio Engineer with a deep understanding of audio design technologies, principles, philosophies, and current production trends.
- Proficient with a variety of DAWs including Logic Pro, Ableton Live, Audition, Pro Tools, as well as video editing software Final Cut Pro.
- Strong knowledge and understanding of video game production pipelines, and project management systems.
- Ability to work with and effectively communicate with engineers, artists, QA personnel, and management to drive products forward, adding tremendous value.
- Experienced creating impactful spatialized audio content for virtual and augmented reality games using Unity 3D and FMOD.
- Understanding of testing, debugging, and assurance of operative audio content within a product.

EXPERIENCE

Audio Designer, Composer, Music Producer & Video Editor *Freelance* **1998 - Present**

- Ongoing sound design, music composition, music production, and consultation.
- 10 self-produced stand-alone albums.
- Sound design, music composition and foley for 4 theatrically staged plays.
- Sound design and music composition for 4 nationally and internationally released short films.
- Sound design and music composition creation for hundreds of world-class games released globally.

Contract Audio Designer & Composer *Eclipse Gaming Systems* **07/19 - Present**

- Provided creative audio design and direction, and optimization for six land-based slot machines.
- Creation of world-class sound effects both in-game sounds and user interface (UI) sounds that could cut through the din of a busy casino.
- Composed, produced, recorded world-class in-game, bonus game, and freespun music in a wide variety of styles.
- Recorded foley for games using state-of-the-art microphones and production techniques
- Worked remotely and never missed a delivery date.

Contract Audio Designer & Composer *Betsoft Gaming* **06/19 - Present**

- Responsible with providing creative audio design and direction, and optimization for multiple mobile and browser based slot games.
- Creation of world-class sound effects both in-game sounds and user interface sounds (UI).
- Music composition in a wide variety of styles.
- Responsible for the recording of live card dealers, chips, and various ambient sound effects.
- Produced and coordinated voiceover recording sessions, actor direction, file editing, mastering, and implementation.
- Worked remotely and never missed a delivery date.

Sr. Audio Designer *Monarc Games*

1/19 - 03/19

- Responsible for creating exciting, compelling, and highly entertaining mobile slot games using content featuring well-known pop singers (Britney Spears, Leona Lewis, Katy Perry) and turning musical and vocal elements into exciting slot games.
- Created world-class remixes of well-known songs for use on mobile platform.
- Crafted distinctive world-class UI sound effects for all aspects of GrooVR, High Roller Slots, and Virtual Vegas Slots: AR Casino.
- Created state-of-the-art audio branding for each title.
- Worked remotely and never missed a delivery date.

Sr. Audio Designer & Music Supervisor *Presence Labs*

10/15 - 8/18

- Responsible for all audio direction and design of Presence Labs' VR and AR slot game initiatives, High Roller Slots (VR) and Virtual Vegas Slots: AR Casino (AR).
- Collaborated closely with developers, artists, animators, and executives to economize the production cycle, while maintaining maximum audio quality and fidelity under limited hardware constraints.
- Responsible for sound effects creation, recording, iteration, implementation, spatilization, optimization and testing.
- Produced and directed voiceover recording sessions, voice actor direction, file editing and clean up, processing, mastering, and implementation.
- Crafted distinctive world-class UI sound effects for all aspects of GrooVR, High Roller Slots, and Virtual Vegas Slots: AR Casino.
- Created state-of-the-art audio branding for GrooVR.
- Curated and designed immersive mix tapes using SoundCloud and Spotify for users of the Samsung GearVR virtual reality app GrooVR.
- Responsible for emphasizing music reactiveness of GrooVR music visualizer for GearVR, Rift, and Daydream.
- Spearheaded GrooVR Artists platform which secured over 600 original music tracks for GrooVR.

Co-Founder, Audio Director and Sr. Audio Designer *Absolute Hero Games*

04/14 - 05/15

- Designed rich, immersive audio content within the strict audio limitations and requirements of HTML5.
- Over 20 unique HTML5 titles released.
- Level design.
- Designed platform specific posts (graphics and video) for Instagram, Twitter, and Facebook. Designed, scheduled, and implemented customer engagement.

Sr. Audio Designer *DoubleDown Interactive*

11/11 - 03/14

- Responsible with providing audio direction and design, implementation and optimization, and music composition for over 50 slot games for DoubleDown Casino desktop, Facebook, and mobile/tablet app.
- Sound effects design, creation, recording, editing, mastering and implementation.
- Music composition in a wide variety of styles
- Organization of recording sessions for the recording of live card dealers, chips, and various ambient SFX.
- Sound design and video editing of social media marketing videos.
- Produced and coordinated voiceover recording sessions, actor direction, file editing, mastering, and implementation.
- Life of the party.

Sr. Audio Designer *GameHouse Games*

08/02 - 09/09

- Responsible for audio design of sound effects, music composition, implementation, and testing.
- Designed delicious audio content while being mindful of the severe limitations of early two thousands computer limitations.
- Many, many titles released including the award-winning Collapse! 3 (Casual Game of the Year 2006).

ACHIEVEMENTS

- Founded Seattle VR Audio Meetup in 2015, with currently over 400 members.
- Member of ASCAP and AES.
- Presenter at industry events including Casual Connect, GDC and IMMERSE.
- University of Washington: Extension, Certificate, Audio Production
- Performing musician, former DJ and former TV show host.