Robert Frost III Sound Designer

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🔧 SKILLS

Audio Tools • Middleware • Game Engines • Video Production Tools • Admin

🎤 STUDIO POSITIONS

Audio Lead, Co-Founder, Space Mace   10/2017 – present

Projects:

Joggernauts

Neal The Necromancer

Vast: The Crystal Caverns

- Sole sound designer for small-mid level indie projects
- Designed sounds for character movement and vocalizations, enemies, hazards, pickups, interactive objects, springboards, environments, and UI
- Integrated audio using FMOD gameobject prefabs and scene environments in Unity
- Composed original soundtrack
- Voice actor, video production, and composer for marketing video trailers

Audio Designer, We're Five Games / TinyBuild   04/2021 – 06/2022

Project:

Totally Reliable Adventure Party

- Designed sounds for character movement, weapons, vehicles, enemies, physics objects, crafting, water, environmental hazards, ambient beds and UI
- Foley recording of household objects for music and sound effects
- Composed songs for combat and exploration
- Implemented audio using FMOD middleware for Unity game engine

🎮 SELF-EMPLOYED CONTRACTOR

Sound Designer & Composer, Robert Frost III, LLC   01/2015 – present

Projects:

Albert & Otto, Cyberpong VR, Delver's Drop, Fitment, Pinbrawl, Solitaire: High Stakes, Lazy River, No One Is Safe, Ollie-Oop, Stray Gods: The Roleplaying Musical, Wizards & Wonders: Battle Lines

- Design sound effects
- Compose linear and dynamic music
- Middleware Implementation
- Field & foley recording
- Audio mixing & mastering
- Studio recording adept with large ensemble, band, and soloist performance
- Dialogue and instrument editing
- Version control proficient