

admin@andrewlittleton.com

734-756-5342

SKILLS

- C++, C#, Python, Tool Scripting
- Unreal Engine
- Wwise
- Pro Tools, Reaper, Adobe Audition
- ASIO/VST3 Programming
- Tools Engineering
- Realtime Audio Processing
- Systems Design
- High Performance Systems Optimization
- Telemetry Analysis
- High Pressure Troubleshooting
- Multidisciplinary Communication

EDUCATION

08/2021

Master Of Arts:

Sound Arts and Industries

Northwestern University

Evanston, IL

Concentration: Ambisonic Sound

Design/Production and Game

Audio

05/2021

Master Of Science:

Computer Science

Loyola University Chicago

Chicago, IL

Concentration: Human-Computer

Interaction and Audio

Programming in C++

Certifications

- Wwise Certifications - 101, 201, and 251, Audiokinetic
- Dante Network Audio Certification - All Levels, Audinate, 2020-05

Andrew Littleton

Professional Summary

Senior Technical Sound Designer with 4+ years of experience building scalable audio systems in Unreal Engine/Wwise and end-to-end execution of the game audio development pipeline. Specializes in tools engineering, and cross-team communication that supports immersive gameplay and efficient content delivery.

EXPERIENCE

Gravity Well - Senior Technical Sound Designer

09/2024 - Current

- Design rough draft SFX in accordance with sound design
- Design and implement character locomotion foley SFX
- Design and develop runtime music system and arrangement of composed music
- Design and Develop runtime audio systems to create an immersive dialogue, audio, and haptic player experience using Unreal Engine C++ or script
- Design and development of sound design toolkit. Toolkit had to be robust and engineered to scale as needs evolved.
- Driver of audio implementation practices to achieve different aspects of the design.
- Support of audio dept asset version control and training on automation/CI tools to deliver a consistent
- Optimize audio performance on current gen game systems and PCs by balancing resource usage using audio compression and conversion codecs. Delivers a high quality experience while meeting the high-priority goal of minimizing the game's size on disk.
- Coordinate between audio departments and Core Engineers to ensure the game and sound engines operated as expected during all phases of the development pipeline

Striking Distance Studios - Audio Engineer/Technical Audio Designer

07/2022 - 09/2024

- Design/Maintain audio systems used by sound, dialogue, and force feedback designers
 - Design/Develop audio tools used by sound designers and dialogue team
 - Support Audio Designers in their development process
 - Debug existing systems and Optimize audio performance on current/last gen game systems
 - Technical Sound Engineering/Implementation
- Shipped Titles:
- *The Callisto Protocol*

PlayStation - Associate Audio Programmer

10/2021 - 07/2022

-Maintenance and R&D of proprietary audio design authoring tool and procedural audio engine
- Tools development to refine the sound design process using C++/C# and windows desktop application frameworks. Technical Sound Designer was the core user
Shipped Titles:
- *MLB The Show '22*

Samsung Electronics - Audio/Haptic UX Designer

11/2020 - 04/2021

- Audio and haptic design focus. Responsible for creating audio and haptic design concepts for different prototype features.
- Communicate design needs to developer and coordinate execution of the experience on a technical level

PUBLICATIONS

Accessibility Enhanced by Sound and Haptics | Loyola University Chicago

- Graduate Computer Science research for Human-Computer Interaction project relating to sound and haptic enhancements for accessibility features within game consoles. Published as part of the Interdisciplinary Graduate Research Symposium at Loyola University Chicago.