

CHRIS PARKER

Video Game Sound Designer

Objective

To craft evocative and immersive audio, combining expert knowledge of FMOD and Wwise with a deep sensitivity to mood, narrative, and world-building in stylized, emotionally rich game worlds.

Contact



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www.chrisparker.audio

Education

- **Abraham Lincoln High School**
High School Diploma

Skills

- Sound Design
- Game Audio Implementation
- 3D Printing Audio Gear
- Working Under Pressure
- Synthesis & Audio Processing
- Dialogue Editing

Technology

- Reaper
- Middleware: FMOD, Wwise
- GitHub, Perforce Source Control
- Unity
- Unreal Engine
- Godot
- iZotope Suites (RX & Ozone)

Experience

■ Sound Designer - Elsewhere | 2025

Elsewhere

- Created original sounds for a prototype of a Hades clone set in a dreamlike universe
- Devised a dynamic audio system with GitHub, Godot, and FMOD for our main level

■ Sound Designer - Unannounced Game | 2024

Team Audio

- Utilized Wwise and Unity to create sounds for a prototype under NDA
- Collaborated with a third party studio as their only audio person on the team

■ Audio Director - Wizard with a Gun | 2021-2024

Galvanic Games

- Designed tailored sound effects and implemented them in Unity and FMOD
- Managed sound mixing for this multiplayer roguelike shooter published by Devolver
- Utilized Spine for animation tagging

■ Sound Designer - Shadows over Loathing | 2021 -

2022 | Asymmetric

- Produced high quality creature sounds, spooky telephones, and more
- Played up the dark comedy and silly tone of the game

■ Sound Designer - Beast Breaker | 2021

Video Games

- Incorporated feedback from our team lead
- Created additional adventurous SFX