



Tom Fred Bradshaw

Sound Designer









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I'm a Freelance Sound Designer based in Brighton, UK, with 3 years of experience in the games industry. Currently working remotely with indie game audio outsourcing company **iGame.Audio**, I've contributed to Emmy-nominated titles. My expertise spans audio design and production, including asset creation, implementation, foley, dialogue/VO editing, linear sound design and mixing/mastering. I'm also skilled in communication, task management and problem-solving. I strive to create immersive, impactful audio that elevates both gameplay & narrative.

EXPERIENCE

Sound Designer - iGame.Audio

July 2022 - Present | Credits:

-  **Yes, Your Grace: Snowfall** (Brave at Night - Unreleased)
Sound Designer | Unity & FMOD | June 2023 - Present
 - Crafted and integrated character foley, animations, and environmental audio assets.
 - Designed, mixed, and mastered audio for cutscenes, cinematic sequences, and Gamescom trailer.
 - Edited, processed, and implemented VO & dialogue assets.
-  **Wild Country** (Lost Native & Iterative Collective - 2024)
Sound Designer | Unity & FMOD | June 2023 - October 2024
 - Designed and implemented audio for combat spells and VO assets.
 - Oversaw the game's audio mix, ensuring clarity and balance across all elements.
 - Coordinated audio production workflows and collaborated closely with the dev team.
-  **Grapple Dogs: Cosmic Canines** (Medallion Games & Super Rare - 2024)
Sound Designer | GameMaker & FMOD | January 2023 - August 2024
 - Sound design and implementation for boss battles, enemy interactions, player abilities, ambience, and overall mix.
 - VO design, including editing, performance (bosses), and in-game integration.
 - Created, mixed, and mastered audio for both the launch and Gamescom trailers to a tight schedule.
-  **Loddlenaut** (Moon Lagoon & Secret Mode - 2023)
Lead Sound Designer | Unity & FMOD | November 2022 - August 2024
 - Led the design and implementation of audio for creatures, structures, interactables, environment, player assets, and UI.
 - Oversaw the game's overall audio mix to ensure an immersive and cohesive experience.
 - Managed a 3-person audio team, delegating tasks, providing feedback, and streamlining workflows across all pillars while ensuring milestone completion and collaborating closely with the dev team and audio director.
-  **The Pirate Queen, with Lucy Liu (Emmy Nomination)** (Singer Studios - 2024 - VR)
Audio Designer | Unreal Engine 5 & FMOD | October 2022 - February 2024
 - Designed and implemented UI audio, foley, player interactions, and immersive VR environments and ambiances.
 - Owned the end-to-end process for cutscene audio, from design to implementation.
 - Edited VO and dialogue, managed the audio database, and contributed voice performances.
 - Coordinated audio production workflows, overseeing tasks, documentation, and sprints for a 4-person audio team.
-  **Ozymandias** (The Secret Games Company - 2022)
Sound Designer | Unity & FMOD | October 2022 - November 2022
 - Sound design and implementation of UI audio for multiplayer update patch.
-  **Soccer Story** (Panic Barn & No More Robots - 2022)
Sound Designer | Unity & FMOD | August 2022 - November 2022
 - Designed and implemented audio for interactive environment props and cutscene sequences.
 - Produced linear audio, including mixing and mastering, for the Xbox Game Pass launch trailer.
-  **Underdogs** (One Hamsa - 2024 - VR)
Additional Sound Design | July 2022 - August 2022
 - Designed UI sound effects for mech upgrades and created ambisonic spot ambiances for VR environments.

SKILLS



Reaper



iZotope RX



FMOD



Wwise



Unreal



Unity



Ableton



Git & Source Control



Office & Google Suite

EDUCATION

School of Video Game Audio

Wwise, FMOD, Unreal Engine & Unity | Online Courses | June 2021 - 2022

Leeds Conservatoire

MA Creative Musician | September 2016 - July 2017

BA(Mus) Popular Drums (1st Class, Hons) | September 2012 - July 2015

PREVIOUS EXPERIENCE

Podcast Series Audio Editor - iGame.Audio

October 2022 - March 2023 | Credits:

Women Behind the Scenes Podcast (Singer Studios - 2023)

Audio Editor | Reaper & iZotope RX

- Edited dialogue with iZotope RX to ensure clear, distinct voices while maintaining a pleasant listening experience.
- Arranged and edited intro music and audio segments for each episode and guest.
- Mixed and mastered audio to meet podcast LUFS standard, delivered on-time with tight turnaround.

Session Drummer - *Hollow Coves*, *Nettwerk Music Group*

September 2017 - January 2025:

Live & recording session player, assistant tour manager and musical director for World Tours | 2019 - 2025

- Performed internationally in over 18 countries, including at Wembley Arena.
- Featured in live TV and radio performances.
- Programmed, sound designed, and managed setup and mix for live show backing track & playback rig.
- Recording artist on "Blessings - EP" Cosmic Ears

Endorsee/Artist | September 2019 - Present

- Aston Microphones
- Cosmic Ears
- Istanbul Agop Cymbals

HE Lecturer, BA(Mus) - Leeds Conservatoire

September 2021 - July 2022:

Lecturer in Music Technology, Songwriting and Popular Drums

- Delivered group lectures in Ableton & Logic DAWs, plugins, production, sampling, sound design, and synthesis.
- Provided 1-to-1 lessons in popular drums.
- Facilitated guest lectures with industry professionals, enriching student learning experiences.
- Registered Teacher Status (RTS)

Genius Admin - Apple Inc.

June 2020 - May 2024:

Genius | 2019

- Mac & iOS Technician conducting physical and software repairs (ACMT certified).

Genius Admin | 2017-2019 & 2020-2024

- Managed technician tasks, systematic troubleshooting, problem-solving, and inventory.
- Coordinated international and internal team communications, providing top-tier customer technical support.

Visuals specialist | 2015-2017

- Maintained in-store technology and visual standards.

Self-Employed Musician - Producer, Composer, Independent Label Manager, Drummer, Music Tutor

July 2015 - January 2021:

Producer - TouchLoops Sample Packs | 2019 - 2021

- Composed, recorded, and produced sample packs featuring over 400 synths, acoustic instruments, and ambient loops & one-shots.

Independent Label Manager - *bibliotek* | 2017 - 2019

- Co-founded a community-driven, not-for-profit independent label. Managed event planning, project management, release scheduling, artistic direction, production, and music feedback.

Composer/Producer/Drummer - *A Girl Called Gimli*, *Laminate Pet Animal*, *Greatest Hits* | 2015 - 2022

- Composed, produced, and performed with releases and performances on EMI, NinjaTune, Pretty Decent Music.
- Achieved syncs on MTV, airplay on BBC Radio 1, BBC Radio 6 Music, and triple J.

REFERENCES

iGame.Audio

Damion Sheppard - damion@igame.audio

School of Video Game Audio

Leonard Paul - gameaudioschool@gmail.com

Leeds Conservatoire

Chris Quick - c.quick@lcm.ac.uk