



# Tom Fred Bradshaw

Sound Designer

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I'm applying for the Sound Designer position at Creative Assembly to deliver first class audio experiences and help scare the next generation of *Alien: Isolation* players!

Please visit the link below to view my Sound Design Showreels:

[www.tomfredbradshaw.com/ca-alien](http://www.tomfredbradshaw.com/ca-alien)

Audio is a vital element of video games: from the classic EMF chatter of CRT monitors as you read the terrifying logs of the *Nostramo*, to the rising *blips* of your motion tracker syncing with your heartbeat, and finally the inevitable, iconic & deadly *HISSSSS* of cinema's greatest killer! Sound shapes player experiences, tells stories, and creates unforgettable moments.

Personally, I have horrifyingly fond memories of playing *Alien: Isolation* with friends at university, desperately trying to reach the next slicing hatchway, holding our breath in lockers, and scrambling through the dark with only a slither of flamethrower fuel left. It wasn't just about surviving, it was about immersing ourselves in the terror & atmosphere of the *Alien* universe - a world where every noise might mean death!

With the groundbreaking legacy of *Alien: Isolation* and *Total War*, I understand the immense responsibility Creative Assembly carries in crafting the next heart-stopping survival experience. Collaborating with the team in Horsham to help shape the next story in this terrifying world would be an honour. After all... what *did* happen to Amanda Ripley?

I am a freelance Sound Designer based in Brighton, currently working remotely with the indie audio outsourcing company **iGame.Audio**. My recent projects include *Loddlenaut*, *Grapple Dogs: Cosmic Canines*, and *Yes, Your Grace: Snowfall*.

As Audio Designer and Audio Producer on Emmy-nominated *Pirate Queen: With Lucy Liu*, I worked closely with the development team and Audio Director, Damion Sheppard, to create an immersive audio landscape supporting the narrative-driven VR experience. The story's ominous tone built steadily toward the final betrayal, with ambient sound design heightening tension and emotional impact. Alongside other responsibilities, I provided creative direction for Foley sounds, ensuring realism and tactility, and oversaw cutscene audio design and mixing to deliver impactful, resonant moments. I also coordinated a team of sound designers—delegating tasks, giving feedback, and streamlining workflows to meet milestones.

My expertise lies in crafting high-quality audio experiences that elevate gameplay and narrative. I specialise in audio design and production, including asset creation, implementation, foley, dialogue/VO editing, cutscene and trailer design, task management, problem solving, and final mixing/mastering. My work is focused on delivering immersive, creative, and impactful audio that resonates with players.

I am proficient with industry-standard tools and software such as Reaper, FMOD, Unreal Engine 5, Unity, Wwise, and GameMaker. Additionally, I am skilled in Git/source control applications, productivity tools like Office and Google suites, and communication platforms such as Slack, ensuring seamless collaboration across teams.

Prior to my career in Game Audio, I built a diverse 10-year portfolio encompassing live music performance, composition, production, lecturing, and management. I excel in both independent and collaborative environments, consistently delivering projects on brief, within budget, and on schedule.

I would love the opportunity to collaborate with the talented, diverse, and supportive team at Creative Assembly to create industry-leading and inspiring audio for the next *Alien: Isolation* title!

Many thanks for taking the time to consider my application,

Tom Fred Bradshaw