

# Paul Drauz-Brown

Audio Designer for Games and Interactive Media



**Website:** [www.pauldb.xyz](http://www.pauldb.xyz)

**Location:** Troon, UK

**Email:** [contact@pauldb.xyz](mailto:contact@pauldb.xyz)

**Languages:** English, Deutsch

*An experienced developer with skills that encompass the interactive audio pipeline - from sound design to music composition, utilising middleware, code and procedural methods.*

*My principal goal in audio is to craft sonic worlds that feel expressive, immersing players in a more personal experience.*

## Experience

### Freelance Audio Designer 2018-Present

#### Current Project: Dreamscaper (Afterburner Studios)

Stylised Action Roguelike with surreal environments and a variety of abilities and boss fights, built in Unreal Engine.

- Responsible for all sound design and integration.
- Created over 1800 unique audio assets.
- Scripting of events and control of states / parameters.
- Collaborated closely with the composer.

### Darkroom Interactive 2017-19

#### Featured Project: Snap Hunt (PC)

Asymmetrical FPS-style horror game featuring networked audio and geometry-based reflections using Wwise in UE4.

- Responsible for all sound design, music and integration.
- Recorded/edited original field recordings and foley.
- Created a reactive music and wind system in Blueprints.
- Helped oversee narrative, game and UX design.

#### Other Client and Solo Projects

**THVR (Client):** Unity VR FPS, integration via Wwise & C#

**Surge:** Particle-driven granular synth, created using MaxMSP

## Education & Awards

### Abertay University (2015-18)

Masters in Professional Games Development - Merit

BA Sound and Music for Games - Distinction

### Riverside Recording Studios (2012-14)

HND Sound Production - A

**Young Edge (2019)** - Finalist

**Tranzfuser (2018)** - Finalist

**Elevator Accelerator (2018)** - Alumni

**Krotos Audio (2017)** - Most Innovative Audio Design.

**Dare Academy (2017)** - Winner

## Skills / Software

### DAWs:

Reaper, Ableton, Logic Pro

### Audio Integration:

Wwise, FMOD, Native

### Game Engines:

Unreal Engine (Blueprints, C++)

Unity (C#)

### Procedural Audio:

Max MSP, Pure Data,

MetaSounds

### Organisational:

Confluence

JIRA, Trello

Perforce, Github

## Social



## Interests

### Favourite Games:

Bloodborne, Limbo, Control,

Journey, Thumper

### Aesthetics:

Surrealism, Impressionism,

Gothic & Brutalist architecture.

### Other:

Writing music, playing guitar,

piano, modular synths, archery

and horror movies.