

# Rob Bridgett

## Senior Audio Director

[www.sounddesign.org.uk](http://www.sounddesign.org.uk)  
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I am a highly motivated, pioneering and ambitious leader focused on creating and executing the most exciting audio content in video games.

My work extends across a wide variety of game genres on all major platforms. I have 18 years directorial experience; leading teams of world-class talent to achieve widely recognized excellence in sound, music and dialogue on all my projects. I hold both Canadian and UK citizenship and am a full BAFTA member.

Visit <https://bit.ly/2G2KhMJ> for demo reel.

### Experience

Senior Audio Director  
[Eidos Montreal](#)  
Montreal, Canada  
May 2015 - Present

Producer & Audio Director  
[Clockwork Fox Studios](#)  
St John's, NL, Canada  
Jan 2013 – May 2015

Senior Audio Director  
[Radical Entertainment](#)  
Vancouver, BC, Canada  
Dec 2007 - Jun 2012

Studio Audio Director  
[Swordfish Studios](#)  
Birmingham, UK  
Jun 2007 - Jul 2008

Audio Director  
[Radical Entertainment](#)  
Vancouver, BC, Canada  
Jul 2003 - Jun 2007

Audio Director  
[Climax Studios](#)  
Fareham & Nottingham, UK  
Aug 2001 - Aug 2003

Sound Designer  
[Antenna Audio](#)  
London, UK  
Jun 2001 - Aug 2001

Recording Engineer & Sound Designer  
[Matinee Sound and Vision](#)  
Reading, UK  
Jun 2000 - Jul 2001

### Shipped Titles

[Shadow of the Tomb Raider](#)  
(senior audio director) (2018)

[Dying Light](#)  
(audio consultant) (2015)

[Zorbit's Math Adventure Series](#)  
(producer & audio director) (2013 - 2015)

[Prototype 2](#)  
(senior audio director) (2012)

[50 Cent: Blood on the Sand](#)  
(audio director) (2009)

[Prototype](#)  
(sound mixer & cut-scene sound designer) (2009)

[Crash: Mind Over Mutant](#)  
(sound mixer) (2008)

[TimeShift](#)  
(cut-scene sound designer) (2007)

[Crash of the Titans](#)  
(additional sound design) (2007)

[World in Conflict](#)  
(additional sound design) (2007)

[Scarface: The World Is Yours](#)  
(audio director) (2006)

[Sudeki](#)  
(sound designer / director) (2004)

[Serious Sam: Next Encounter](#)  
(sound designer & composer) (2004)

[Vanishing Point](#)  
(sound designer) (2000)

### Education

Master's Degree in Sound Design for the Moving Image  
Bournemouth University, UK  
Sep 1998 - Sep 1999  
[Bournemouth University](#)

Bachelor's Degree in Film & Television  
Derby University, UK  
Sep 1993 - Jul 1996  
[Derby University](#)

### Expertise

Audio Direction & Leadership  
Sound Design  
Interactive Mixing  
Cut-Scene Post, Foley & Mixing  
Proprietary Tool Development & Middleware Implementation  
Dialogue Direction & Pipelines  
Music Supervision, Direction, Editing and Implementation  
Team Building & Planning  
Audio Culture & Awareness