
Rob Bridgett

Senior Audio Director

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 twitter.com/rbridgett

I am a highly ambitious leader focused on crafting the most exciting audio experiences in video games.

My work extends across a wide variety of game genres on all major platforms. I have 20 years directorial experience; leading and collaborating with teams of world-class talent to achieve widely recognized excellence in sound, music, dialogue and mixing 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.

Education

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

Bachelor's Degree: Film & Television (2:1)
[Derby University, UK](#)
Sep 1993 - Jul 1996

Experience

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

Producer
[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)