

# Rob Bridgett

## Senior Audio Director / Music Director

rob@sounddesign.org.uk [www.sounddesign.org.uk](http://www.sounddesign.org.uk)

I am a highly motivated, pioneering and ambitious leader focused on creating and executing the most exciting audio content in video games.

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

## Education

**Master's Degree** Sound Design for the Moving Image  
Bournemouth University 1998 – 1999

**Bachelor's Degree** Film and Television  
University of Derby 1993 – 1996

## Shipped Titles

Shadow of the Tomb Raider

Loot Hound

Dying Light

Zorbit's Math Series (Pre-K, K1, K2, K3)

Prototype 2

50 Cent: Blood on the Sand

Prototype

Crash: Mind Over Mutant

Timeshift

Crash of the Titans

Scarface: The World is Yours

Sudeki

Serious Sam : Next Encounter

Vanishing Point

## Experience

**Senior Audio Director** Eidos-Montréal  
May 2015 – Present Montreal, Canada

Audio Direction & Music Direction for Shadow of the Tomb Raider, from Pre-Production to 7xDLC. Leading a team of 7 sound designers (plus 4 remote).

**BAFTA Member** BAFTA  
Apr 2017 – Present London, UK

**Producer & Audio Director** Clockwork Fox Studios  
Jan 2013 – May 2015 St John's, Newfoundland

Team and project management, scheduling, implementation of 360 review process, audio direction design & implementation.

**Senior Audio Director** Radical Entertainment  
Nov 2007 – Jun 2012 Vancouver, Canada

Audio Direction and Sound Design for various A3 open world titles including Prototype 2, Crash & Prototype, Scarface.

**Studio Audio Director** Swordfish Studios  
Jun 2007 – Jul 2008 Birmingham, UK

Audio Direction, Sound Design and Sound Supervision for various console projects at the studio.

**Audio Director** Radical Entertainment  
Jul 2003 – Jun 2007 Vancouver, Canada

Audio Direction, Sound Design & Implementation across several A3 open-world projects including Scarface: The World is Yours

**Audio Director** Climax Studios  
Aug 2001 – Aug 2003 Nottingham, UK

Audio Direction, Composition, Sound Design and Implementation across multiple projects (Sudeki, Warhammer Online, Serious Sam)

**Sound Designer** Antenna Audio  
Jun 2001 – Aug 2001 London, UK

Sound design, dialogue recording, editorial and mixing for several museum and art gallery tours.

**Sound Designer / Recording Engineer** Matinee Sound and Vision  
Jun 2000 – Jul 2001 Reading, UK

Recording engineer, sound effects designer and library music composer. Clients included Acclaim, BT, Cisco Systems.