

Jeremy Neroes

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Summary

Sound Design Professional with experience in designing, implementing, audio metadata tagging and testing audio for video games across different platforms. Looking for new opportunities to increase my skill set and collaborate with a team across different areas.

- Sound Design
- Audio Implementation
- Audio Testing
- Audio Editing
- Ableton Live
- Reaper
- Field Recording
- In-Studio Recording
- Audiokinetic Wwise
- Adobe Audition
- Finale
- Soundminer
- Soundly
- Unreal Engine 4
- Jira
- Confluence
- Steam
- Playstation 4
- XBOX One

Profession Experience

Audio, Nashville, TN

June 2020 – July 2020

Audio is a library of licensed music for nonprofit fundraisers to global television advertising campaigns

Contractor

- Entered audio metadata for audio.com Sound Effect Library using Soundminer

id Software, Richardson, TX

September 2019 – March 2020

Id Software is one of many video game studios under Zenimax Media and are the creators of the DOOM Franchise

Quality Assurance Tester

- Identified and reported bugs and stability issues on multiple platforms using web-based software
- Entered accurate high-quality issues based on department
- Ran test case guides for general and audio testing

Gearbox Software, Frisco, TX

December 2014 – September 2019

Gearbox Software is a private video game studio and the creators of the Borderlands Franchise

Quality Assurance Tester

- Tested Borderlands 3 ECHOcast Twitch Extension
- Setup for computer stations for Game Industry Events

Junior Sound Designer

- Designed and Implemented in-game sounds used as final assets using Blueprint and other methods
- Setup sound stages in the Foley Room and Field Recording

- Recorded foley used for various projects
- Scheduled Recording Sessions
- Maintained a sound effects library for the audio team
- Designed documentation outlining guidelines for metadata
- Entered metadata for all audio files using the audio search engine Soundminer

Quality Assurance

- Identified and reported bugs and stability issues on multiple platforms using web-based software
- Lead multiple groups of people in various tests such as audio profiling sessions, performance, and memory
- Help designed and ran test case guides for general and audio testing
- Primarily focused on audio testing, working closely with Sound Designers and programmers

Education

Bachelor of Arts, Music, Sam Houston State University, Huntsville, TX

Games Shipped

Borderlands 3, Battleborn, Homeowlrld: Remastered Collection, Borderlands: The Handsome Collection, 20th Anniversary Duke Nukem 3D World Tour, Bulletstorm: Full Clip Edition, Doom Eternal