

# STEPHEN BROWN

## GAME AUDIO PROFESSIONAL

Online Portfolio: [www.stephenbrownaudio.com](http://www.stephenbrownaudio.com)

LinkedIn: <https://www.linkedin.com/in/stephencraigbrown/>

1636 Ruby Ranch Rd, Buda TX 78610  
979. 575.4261

My objective is to work with inspired developers creating groundbreaking interactive audio.

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### EXPERIENCE

#### **AUDIO DIRECTOR:** Archetype Entertainment, April 2021 - current

- Set audio vision, quality and tech requirements
- Creation of audio production pipelines
- Hired and managed internal team and outsourcing
- Gear and audio facilities planning and purchasing
- Final mixing for project

#### **LEAD AUDIO DESIGNER:** Certain Affinity, Jan 2020 – April 2021

- Acted as Audio Director for AAA Microsoft 1st party title
- Set audio vision and managed internal and external sound designers
- Established audio pipelines, tech requirements

#### **TECHNICAL AUDIO DESIGNER:** 343 Industries, Aug 2018 – Dec 2019

- Recorded and integrated audio in HALO INFINITE
- Developed audio systems for HALO INFINITE
- Managed audio mix rooms (Crestron, Intonato, Atmos)

#### **AUDIO DIRECTOR:** Wargaming Seattle, Oct 2013 – Aug 2018

- Established audio vision and set quality requirements
- Created audio production pipelines, purchased all audio software & gear
- Hired and managed internal team and outsourcing
- Conducted huge military vehicle field recordings and VO sessions

#### **SOUND DESIGNER:** WB Games (Monolith), Sep 2008 – Oct 2013

- Developed audio systems for SHADOW OF MORDOR
- Authored and implemented assets for LoTR, Batman and FEAR series

#### **JR. SOUND DESIGNER:** Midway Austin, Apr 2007 – Sep 2008

- Worked on open world, GTA-style unreleased project
- \*Intern of the Decade Award Winner (Feb 2007 – Apr 2007)*

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## EDUCATION

### Texas A&M University @ College Station

BACHELOR OF SCIENCE: Computer Science (Engineering)

MINOR: Music

- Computer Science - Software Engineering, Object-Oriented Programming, C++, Java
  - Music - Sound Recording, Electronic Composition, Music Theory
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## TESTIMONIALS

*"After working with Stephen, he showed me how a world class sound designer can take an audio experience to a new level. I would work with Stephen anytime, anywhere and on any project."*

**-Chris Taylor, Founder Gas-Powered Games / GM Wargaming Seattle**

**-Stephen's direct manager at Wargaming Seattle**

*"Stephen Brown is a very talented creative, strong leader and mentor. Definitely the person you would want on your team. He not only cares about the audio but also the individual."*

**-Brian Pamintuan, Dir of Audio, Monolith**

**-Stephen's direct manager at Monolith**

*"Stephen truly immerses into every detail. He exudes an enthusiasm that energizes a team, and his approach to sound design creates a powerful soundscape that stands apart from the rest."*

**-Chad Queen, Director of Production, Crystal Northwest**

**-Stephen's colleague at Wargaming Seattle**

*"Stephen Brown is an excellent sound designer, director, and audio lead who excels at all facets of game audio. He is able to execute a sonic vision with clarity and precision rarely seen in the game audio industry!"*

**-Egan Budd, Sr. Sound Designer, Facebook**

**-Reported directly to Stephen at Wargaming Seattle**

*"Stephen Brown did a fantastic job keeping everyone moving together in our department, allowing each team member to showcase their individual strengths while keeping everyone moving toward the same ultimate vision. We were consistently able to hit our milestone deliverables and adapt to a project with shifting direction and due date. He was always willing to help tackle difficult tasks and provided excellent guidance and mentorship throughout the entire project. As a team leader, Stephen earns my highest recommendation."*

**-Kevin Salchert, Technical Sound Designer & Composer, Amazon Games**

**-Reported directly to Stephen at Wargaming Seattle**

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