Michael T. Jones Jr.
Game Developer/Sound Designer
Phone: 206.856.9491
Email: mike@mikejonesaudio.com
Web: mikejonesaudio.com

SKILLS AND QUALIFICATIONS:

- Thirteen years of experience in audio recording, editing, sound effects / foley design, and mixing audio for videogames.
- Strong musical background with over 27 years of experience in music performance.
- Experienced in creating, implementing and integrating audio assets on multiple platforms using both proprietary and commercial applications (FMOD, Wwise, Fabric, etc.).
- Experience implementing into Unreal, Unity, and various proprietary game engines.
- Extensive experience using Pro Tools for music recording, audio for video, and post production.
- Proficient in a number of DAW platforms (ProTools, Logic, Sound Forge, DP, etc.).
- Experienced in creating audio within strict ROM budget constraints, working directly with designers, animators, and programmers.
- Easy to work with and cool under pressure.
- Definite passion for audio and videogames alike.

PROFESSIONAL HIGHLIGHTS AND MEMBERSHIPS:

- Community Organizer for Eugene Area Game Developers.
- Head of Industry Relations and Organizer for Indie Game Con.
- International Game Developers Association
- Game Audio Network Guild

WORK EXPERIENCE:

Nov 12 – Present	Sound Designer / Composer (freelance)	Dat's Some Good Sound	Eugene, OR
Nov 10 – Mar 14	Sound Designer / Composer (freelance)	Squishy Pixels	Eugene, OR
Aug 11 – Mar 14	Contract Sound Designer (freelance)	Playdom	Eugene, OR
Jun 08 – Jun 11	Audio Designer / Audio Director	Pipeworks Software	Eugene, OR
Mar 04 – Jun 08	Remote Broadcast Engineer	CBS Radio	Seattle, WA
Jun 03 – Jun 07	Sound Designer / Composer / Audio Director	Handheld Games	Seattle, WA
Jul 04 – Dec 04	Audio post-production Engineer	Voria Studios	Bellevue, WA
Dec 02 – Mar 03	Audio post-production Engineer	Moral Productions	Bellevue, WA

EDUCATION:

Shoreline Community College
A.A.A.S Digital Audio Engineering
Digipen Institute of Technology

CREDITS:

2015		
SoccerDie (iOS)	Pipeworks Software	Sound Designer / Composer
Math Monster Carnival (iOS) *in development*	Oreganik	Sound Designer / Composer
Roller Coaster Tycoon World (PC) *in development*	Atari	Sound Designer / Composer
2014		
Puzzle to the Center of the Earth (iOS)	Foursaken	Voice Talent (Joules V.1)
Train Ur Dragons (iOS)	Maniac Games	Sound Designer / Composer
Noms Run (iOS)	Funzytime	Sound Designer / Composer
Strike Group Defender (web)	ONR/ MIT Lincoln Lab	Sound Designer
2013		
City Girl Life (Facebook)	RockYou	Sound Designer
Pillow Pets World (web)	ThinkU	Sound Designer / Composer
Warriors of Valaron (iOS)	Light of Hand	Sound Designer / Composer
Rise and Raze (iOS) *In development*	Yes Gnome	Sound Designer / Composer
Match 'n Rescue (iOS) *In development*	Yes Gnome	Sound Designer / Composer
Colossal Kaiju Combat	Sunstone Games	Sound Designer / Composer
2012		
Sunstones (iOS/Android)	Sunstone Games	Sound Designer / Composer
Bingo Bash	BitRhymes	Sound Designer / Composer / Dialogue Recordist / Editor
2011		
Onaji (iOS)	Squishy Pixels	Sound Designer / Composer
Flashcards: German & English (iOS)	Squishy Pixels	Sound Designer
Deadliest Warrior: Legends (XBLA, PSN)	Spike	Sound Designer / Dialogue Editor
Liight (Wii ware)	Studio Walljump	Sound Designer / Composer
Plantville (Web)	Siemens	Sound Designer
Gremlins: Gizmo (Wii)	NECA	Sound Designer
Unreleased Rampage Kinect Prototype	Majesco	Sound Designer / Dialogue Recordist / Editor
2010		
Deadliest Warrior: The Game (XBLA, PSN)	Spike	Sound Designer / Composer/ Dialogue Editor
ISR (PC)	InVisiM	Sound Designer / Dialogue Editor
Jeopardy (Wii, DS)	THQ	Sound Designer / Dialogue Editor
Wheel of Fortune (Wii, DS)	THQ	Sound Designer / Dialogue Editor
Udraw Studio (Wii)	THQ	Sound Designer / Dialogue Editor
Monopoly (PSP)	EA	Sound Designer
Spatial Rift (Xbox Live Indie Games)	Waypoint Games	Sound Designer
Zumba Fitness (360 Kinect, PS3 Move, Wii)	Majesco	Sound Designer / Dialogue Recordist / Editor
2009		
Charm Girls Club: Pajama Party (Wii)	EA	Sound Designer / Dialogue Editor/ Music Director
Geostorm (PC)	InVisiM	Sound Designer / Dialogue Editor
Night At The Museum: Battle of The Smithsonian (360, Wii)	Majesco	Sound Designer / Dialogue Editor / Post Editor

2008

Merv Griffin's Crosswords (XBLA, Wii)	THQ	Sound Designer / Dialogue Editor

2007

Power Rangers: Super Legends (DS)	Disney Interactive	Sound Designer / Composer
The Cheetah Girls: Pop Star Sensations (DS)	Disney Interactive	Sound Designer / Composer

2003 – 2006

That's So Raven: Psychic on the Scene (DS)	Disney Interactive	Sound Designer / Composer
Phil of the Future (GBA)	Buena Vista Games	Sound Designer / Composer
Dr. Seuss: Green Eggs and Ham (GBA)	New Kid Co.	Sound Designer / Composer
Super Duper Sumos (GBA)	Midway	Sound Designer / Composer

Mobile Wireless

Ratchet and Clank: Going Mobile	Sony Pictures Mobile	Sound Designer / Composer
Spiderman 2: The Hero Returns	Sony Pictures Mobile	Sound Designer / Composer
The Legend of Zorro: Swordfight	Sony Pictures Mobile	Sound Designer / Composer
Ghostbusters	Sony Pictures Mobile	Sound Designer / Composer

Plug 'n Play TV Games

Vmigo Spiderman	Jakks Pacific	Sound Designer / Composer
Spiderman 3	Jakks Pacific	Sound Designer / Composer
Marvel Heroes	Jakks Pacific	Sound Designer / Composer
Disney Princess: Magical Adventure	Jakks Pacific	Sound Designer / Composer
Camp Nicktoons	Jakks Pacific	Sound Designer / Composer
Disney: Pixar Classics	Jakks Pacific	Sound Designer / Composer
Power Rangers SPD	Jakks Pacific	Sound Designer / Composer
Power Rangers SPD Gamekey	Jakks Pacific	Sound Designer / Composer
DreamWorks' Shrek/Over The Hedge	Jakks Pacific	Sound Designer / Composer
Dragonball Z	Jakks Pacific	Sound Designer / Composer
Dragonball Z Gamekey	Jakks Pacific	Sound Designer / Composer
The Cheetah Girls	Jakks Pacific	Sound Designer / Composer
Dora World Adventure	Jakks Pacific	Dialogue Editor
Scooby Doo: Shape Ship Mystery	Jakks Pacific	Dialogue Editor

FILM:

2007	Paper Montreaux	Sound Designer / Foley Artist / Mixer
	Gauze (trailer)	Sound Designer / Sound Editor / Mixer
2004	Wolf	Sound Designer / Foley Artist / Sound Editor / Mixer / Recording Engineer / Voice Talent
	Prologue	Sound Designer / Foley Artist / Sound Editor / Mixer / Voice Talent