

# Christopher Quinn

## Sound Designer

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[christophermquinnsound@gmail.com](mailto:christophermquinnsound@gmail.com)

Passionate Sound Designer with, 6 years industry experience, constantly striving to craft narratively rich immersive audio experiences.

## Experience

September 2018 - Present

### Sound Designer, Creative Assembly

Sound designing assets across all areas of the game as well as managing/ owning content areas such as "Magic" and "Cinematics". Responsible for creating and maintaining intelligent tech pipelines to constantly keep the TOTAL WAR franchise innovating. Shipped 2 AAA titles and 12 DLCs to support said titles. Shipped Game releases:

#### 2022

Total War: Warhammer 3

Total War: Warhammer 3: The Ogre Kingdoms

Total War: Warhammer 3: Champions of Chaos

Total War: Warhammer 3: Immortal Empires

#### 2021

Total War: Warhammer 2 - The Warden & The Paunch

#### 2020

Total War: Three Kingdoms - A World Betrayed

Total War: Three Kingdoms - The Furious Wild

Total War: Warhammer 2 - The Warden & The Paunch

#### 2019

Total War: Three Kingdoms

Total War: Three Kingdoms - Yellow Turban Rebellion

Total War: Warhammer 2 - The Prophet & The Warlock

Total War: Warhammer 2 - The Hunter & The Beast

Total War: Warhammer 2 - The Shadow & The Blade

#### 2018

Total War: Warhammer 2 - Curse of The Vampire Coast

March 2018 – September 2018

### Sound Designer/Editor/Recordist, *The SoundTown*

Working on various aspects of audio for numerous independent projects based around the world.

March 2017 – March 2018

### Sound Designer/Editor/Recordist, Radium Audio

Main Sound Editor with primary role being to record, clean up and edit source for our in-house library. Besides constantly maintaining our in-house library I also worked on trailers for Hollywood movies and corporate clients.

## Education

2015- 2016

### Sound Design for Visual Media Diploma

Vancouver Film School

2013- 2015

### BA (Honours) Creative Sound Production

University of Abertay, Dundee

2011- 2013

### HND in Music

Aberdeen College

## Skills

- Sound Design & Game Implementation/ Mixing
- Wwise Middleware
- Industry standard DAWs (Reaper/Pro Tools)
- Source Control (Perforce)
- Microphone Recording techniques
- Industry standard Plug-ins (Fabfilter, Waves, iZotope. Reaktor/Kontakt)
- Liaising with outsourcers
- Managing large projects
- Organised, Communicative, Team player, Focused, Deliver in timely fashion, Good listener, Problem Solver, Collaborative

## References

Available upon request