

# TOM MCCAREN

## AUDIO DESIGNER

**Website:** [www.TomMcCaren.co.uk](http://www.TomMcCaren.co.uk)

**Mobile:** 07800 731918

**Email:** [TomMcCaren@Gmail.com](mailto:TomMcCaren@Gmail.com)

**DoB:** 16/07/1984

## Personal Statement

I have a proven track record of being able to deliver high quality audio content on time and in budget whilst working on a wide variety of games on multiple platforms including consoles, PC and mobile devices. I am a creative problem solver and I approach my work methodically and objectively, taking time to examine the emotional, contextual and technical requirements of each project. I use this approach to help me effectively ascertain the best possible ways to use audio to not only help set and reinforce the appropriate mood, but to also determine how audio can work with other elements of the game in order to create a more fun, functional and engrossing experience.

## Games Credits

2022 – <a href="#">Total War: Warhammer III</a> (PC)	Senior Audio Designer
2020 – <a href="#">Troy: A Total War Saga</a> (PC)	Senior Audio Designer
2019 – <a href="#">Total War: Three Kingdoms</a> (PC)	Senior Audio Designer
2018 – <a href="#">Q.U.B.E. 2</a> (PC)	Audio Designer
2017 – <a href="#">Total War: Total Warhammer 2</a> (PC)	Audio Designer
2016 – <a href="#">Forza Horizon 3</a> (PC/Xbox One)	Audio Designer
2015 – <a href="#">Dirt Rally</a> (PC/PS4/Xbox One)	Audio Designer
2014 - <a href="#">Grid Autosport</a> (PC/PS3/Xbox 360)	Audio Designer
2013 - <a href="#">Grid 2</a> (PC/PS3/Xbox 360)	Audio Designer

## Honours & Awards

- 2022: Develop: Star Awards, Best Audio – Total War: Warhammer III (Nomination)
- 2021: NAVGTR, Outstanding use of Sound, Franchise – Total War Saga: Troy (Nomination)
- 2020: MCV/Develop, Audio Innovation of the Year – Total War: Three Kingdoms (WIN)
- 2020: TIGA, Best Strategy Game – Troy: A Total War Saga (WIN)
- 2020: Develop: Star Awards, Best Audio – Total War: Three Kingdoms (Nomination)
- 2019: TIGA, Best Audio Design – Total War: Three Kingdoms (Nomination)
- 2019: Game Audio Awards, Best Sound Design – Total War: Three Kingdoms (Nomination)
- 2018: BAFTA, Best British Game – Total War: Warhammer 2 (Nomination)
- 2017: BAFTA, Best British Game – Forza Horizon 3 (Nomination)
- 2016: The Game Awards, Best Sports/Racing Game – Forza Horizon 3 (WIN)
- 2016: TIGA Awards, Best Racing Game – Dirt Rally (WIN)
- 2016: BAFTA, Best Sports Game – Dirt Rally (Nomination)
- 2014: BAFTA, Best Sports Game – Grid 2 (Nomination)

## Experience

### 02/2017 – Present: [Creative Assembly](#) – Principal Sound Designer

I am part of the audio team at Creative Assembly and am currently working on entries in the Total I am part of the Total War audio team at Creative Assembly. During my time at Creative Assembly, I have been involved in numerous large scale recording sessions, as well as having created and implemented assets for most areas of the games, including: weapons, creatures, magic spells, UI,

cutscenes and environments. More recently, I have also developed numerous dynamic audio systems, primarily for the Campaign map, in order to aid with immersion and to help reinforce the stylistic aesthetic, whilst also keeping the audio resources highly optimised.

### **09/2016 – April 2018: [Toxic Games](#) - Audio Designer (Contract)**

I worked remotely as a contractor on Q.U.B.E. 2, the follow up to the 2011 award-winning indie game Q.U.B.E. Q.U.B.E. 2 is an action adventure puzzle game with a sci-fi aesthetic, where players attempt to progress through a series of physics based puzzles. My duties included the creation and implementation of all audio systems & assets for the game, excluding the music creation. I overhauled the audio from the previous game in the series, re-designing all of the assets and systems from the ground up in order to bring them up to current standards of audio in videogames.

### **10/2015 – 08/2016: [Playground Games](#) - Audio Designer (Contract)**

During my temporary contract, I worked on the open world racing game Forza Horizon 3. As part of the audio team, I recorded, edited & implemented assets for numerous areas of the game including: vehicles, ambiences, music, UI and surface audio.

### **01/2013 – 10/2015: [Codemasters](#) - Audio Designer**

The majority of my time at Codemasters was spent working on the vehicle audio team where my duties included recording vehicles then editing and implementing the final assets into the game using a combination of the proprietary in-house tools and Wwise.

### **10/2013 – 12/2013: Milk Cap Studios – Audio Designer (Contract)**

I was the audio designer & composer on MilkCap's game Tiki Monkeys, a cartoony action-strategy mobile game for iOS & Android. I worked remotely, aiding the team with creative and technical suggestions on how to build upon and improve the player experience through the use of audio.

## **Skills**

- Sound Design
- Dialogue Editing
- Team management
- Field Recording
- Synthesis
- Task Delegation
- Vehicle Recording
- Audio Implementation
- Spreadsheet Management
- Foley Recording
- Composing

## **Software Used**

- Reaper
- Wavelab
- Unreal
- Pro Tools
- Basehead
- Perforce
- Sound Forge
- Wwise
- Excel
- RX
- FMOD Studio
- JIRA

## **Education**

- 2004 – 2007:** BA (Hons) Creative Music Technology Bath Spa University
- 2003 – 2004:** Music and Technology Training Access Course Estover Community College
- 2001 – 2003:** City & Guilds Parts I, II, III Sound Engineering Deep Blue Sound

## **Interests & Hobbies**

In my spare time I enjoy playing video games, watching films, reading, making music and cooking/eating spicy food.

## **References**

Available on request