Aryo Nazaradeh

Demo Reel | Git Repos
hello@aryonazaradeh.com

PROFILE

Highly proficient technical sound designer with 6 years of core experience and 2 commercially released games. Working full development pipelines from conception to release and teaching game audio at a college level.

WORK EXPERIENCE

Technical Audio Artist (Frostbite) · *Ripple Effect Studios (Electronic Arts)* (01/2025 - present)

- Implemented systemic and dynamic VO for Battlefield 6's campaign.
- Learned a new game engine during the most fast-paced moment of the game's development.
- Acted as the only technical audio point of contact for the single player campaign in North America.
- Coding directly in C++ source code to add new requested features to sound patch nodes.
- Solving trigonometry problems to build nodes for directional spotting voice-over events.
- Sole audio owner for the Portal team, with creative autonomy for user-end tools and direction.
- In charge of tech for SFX and music in all new game modes introduced in live service.

President · *Full Indie* (04/2023 - 09/2026)

- Largest game dev meetups in Vancouver with 2 speakers, 20 exhibitors, and 200+ attendees monthly.
- Organize and sell out yearly game dev conferences of up to 1000 attendees (Full Indie Summit).

Sound Designer (UE5, MetaSounds) · *Lambton College (Contract)* (02/2024 - 05/2024)

- Researched the history and culture of the Aamjiwnaang First Nation.
- Accurately replicated cultural sounds and historic soundscape of 120 birdsong assets.
- Foley recording of traditional Anishinaabe writing systems of writing on birch bark with a stylus.

TEACHING EXPERIENCE

Game Audio Instructor · *LaSalle College Vancouver* (02/2026 - present)

- Design a 6 month course covering essentials of sound design and implementation.
- Teach Unreal-FMOD and Godot-Wwise to students new to game audio and scripting.
- Helped 5+ students get their first major game audio contracts outside of school.

Game Audio Workshop Instructor · *Thompson Rivers University* (07/2025)

- Produced an intensive workshop, introducing game audio to computer science students.
- Designed a 4-hour session with one week of notice, including curating sound banks and VSTs.
- Helped students create their own original grenade launcher sounds in Reaper.
- Taught Unreal MetaSounds and Blueprints to implement their designed sounds into a demo game.

High School Math Tutor (10/2023 - 01/2025)

- Teaching students ages 12 to 17, with positive reception from all kids and parents.
- Taught in English and to French Immersion students.

Music Teacher (Composition, Violin) (01/2010 - 09/2023)

- Helping musicians of varying genres be informed of theory to better understand their own goals.
- Exposing students to new musical cultures to broaden musical ideas.
- Acting as a mentor to help grow the habits to simply play more music.

OTHER RECENT PROJECTS

Personal Audio Engine (C++, WASAPI) (09/2024 - present)

- Programming oscillators from scratch using the Windows API and no external libraries.

Yet Another Killing Game (Ren'Py) (01/2024 - 12/2024)

- Character and item foley sound designer for a visual novel horror game.

SKILLS

- **Programming:** C++, C#, Zig.
- **Scripting:** Blueprints, Python, FrostScript, Lua, JavaScript, ReaScript, R, Uiua.
- **Markup:** HTML, LaTeX, Lilypond.
- **Game Engines:** Frostbite, Unreal, Godot, Ren'Py
- **Audio Engines:** Frostbite Audio Tools, MetaSounds, Wwise, FMOD, SuperCollider, Max/MSP, Pure Data.
- **Version Control:** Git, Perforce.
- **IDEs:** Neovim, Visual Studio.
- **Tool Development:** DSP programming, custom Reaper scripting, custom Frostbite scripting.
- **Speech Audio:** Spreadsheets, File organization, acoustic phonetics knowledge, speech analysis in Praat.
- **Languages:** Fluent in English, French, Persian; conversational in German, Azerbaijani, and Bangla.
- **Other:** Field/foley recording, Jira, Confluence, Miro, Slack, Excel.

HIGHLIGHTED DEV TALKS

Thompson Rivers University Game Dev Summer School (June 2025)

- Introduction to Game Audio

Full Indie Meetup (May 2024)

- How I used Unreal Engine Audio Plugins For the Game "Ondaadad"

EDUCATION

University of Toronto · *Master's Degree in Music Composition* (2018 - 2020)

- Course on interactive audio for video games
- Collaborating on student projects with computer science students and arts students.
- Conducted a research project, making new findings on Iranian music theory.
- Written papers that have become assigned readings in graduate courses at the university.

McGill University · *Music Composition major, Linguistics minor* (2014 - 2018)

- Linguistics minor, with a focus on phonetics and speech audio analysis.
- Conducted a research project on intricacies of colloquial Japanese pronunciation.
- Analyzed large databases of speech recordings using Praat, and used R scripting for data collecting.