Game Audio Engineer

Lynette Taggart

📞 (687) 934-6987

✉ lynette.taggart@email.com

📍 United States, New Orleans, LA

Professional summary

Creative and detail-oriented Game Audio Engineer with over 9 years of experience in designing and implementing immersive sound for interactive media. Adept at crafting soundscapes that enhance gameplay and narrative, optimizing audio performance across multiple platforms. Known for collaborative skills and innovative solutions in audio design.

Links

Portfolio: lynettetaggartradio.com

Education

Bachelor of Science in Audio Engineering

2011 - 2015

University of New Orleans

United States, LA

Certified FMOD Designer, Audio Engineering Society, 2021

Advanced Wwise Certification, Audiokinetic, 2020

Experience

Senior Game Audio Engineer

June 2021 - Now

Epic Interactive Studios / United States, New Orleans, LA

- Design and implement audio assets for a range of gaming platforms, including PC, console, and mobile.
- Manage audio pipelines and optimize sound performance to ensure seamless integration and minimal latency.
- Conduct field recordings and craft custom sound effects tailored to game environments and characters.
- Lead a team of audio designers, providing guidance and feedback to verify high standards and timely delivery of assets.

Game Audio Designer

March 2018 - May 2021

Pixel Pulse Games / United States, New Orleans, LA

- Worked closely with the creative team to align audio with the artistic and thematic elements of the game.
- Implemented adaptive audio systems that respond dynamically to in-game actions and player choices.
- Conducted quality assurance testing to identify and resolve audio bugs and inconsistencies.
- Managed audio asset libraries and streamlined workflows to increase efficiency and productivity.

Junior Audio Engineer

July 2015 - February 2018

SoundSphere Studios / United States, New Orleans, LA

- Assisted in recording, editing, and mixing audio for game projects and promotional materials.
- Supported senior engineers in integrating audio into game engines and troubleshooting technical issues.
- Participated in brainstorming sessions and contributed creative ideas for sound design and implementation.

Skills

Skill	Rating
Expertise in creating and integrating sound effects, music, and dialogue for games.	◆◆◆◆◆
Proficient in Unity, Unreal Engine, and proprietary game development platforms.	◆◆◆◆◆
Advanced knowledge of Pro Tools, Adobe Audition, FMOD, and Wwise.	◆◆◆◆◆
Skilled in capturing and processing high-quality audio in diverse environments.	◆◆◆◆◆
Strong teamwork and communication skills	◆◆◆◆◆