

JAMES POWELL

Immersive Sound Design & Audio Implementation

EXPERIENCE

Games
For Love

gamesforlove.org

- Audio Director | Large-scale VR Adventure for Quest, 2020
- Defining and communicating audio pillars while managing a team of sound designers, composers, and voice over artists in coordination with narrative teams, script writers, and team leaders.
 - Recruiting, onboarding, and mentoring audio team members
 - Creating and maintaining Audio Design Document and Audio Asset Lists

- Audio Artist | AR Mobile Game for iOS & Android, 2019
- Sound design, music composition, and audio implementation (Unity)

xSCAPE
Games

xscapegames.com

- Sound Designer & Developer | AR Supercars, 2019 - 2020
- Audio branding & design for all linear media & xScape applications
 - Developed system for telemetry sent from IMU sensors to communicate with Wwise & dynamically control audio in "Real-Life Mario Kart"
 - Programmed driving capabilities & UI for xScape RC application

Vio Audio

vioaudio.me

upstandervr.com

- Spatial Audio Mixer | Cannes XR & Tribeca Immersive 360 Film
- Spatial mix with DearVR, Spatial Connect, & FB 360 Spatial Workstation
 - Sound design and foley of all character voices & SFX (Reaper / Ableton)
 - Audio implementation in Unreal Engine for interactive build

Hackathons
& Projects

devpost.com/software/
/sondermitrealityhack

VAE on SideQuest:
bit.ly/2BmwPUk

github.com/vioaudio/
starchaser

vioaudio.itch.io/
starchaser

- Audio Artist & Programmer | Sonder @ MIT Reality Hack, Rift S
- What we built: An alternative onboarding method for Social VR in which you can harmonize with another player & interact with flora that bloom upon touch and bring their own voices into the music
 - Audio implementation / sound design / music / level design (Unity / FMOD)

- Solo Developer | Vio Audio Experience, Quest (Unity)
- What I built: Spatialized audio directs players through ambisonic soundscapes & players can interact with "stems" of music
 - Programmed in C#, audio implementation with Wwise, ambisonic ambiances designed with Sound Particles, field recordings taken in Lusaka, Zambia

- Solo Developer | Star Chaser, PC (Unreal Engine)
- Features I programmed in C++: procedurally generated level, UMG, global/local high scores, multiple save slots, upgrade store w/ skins, power-ups, audio
 - Developed in Unreal Engine twice, once with C++, once with Blueprints

The Lair
Recording
Studio

thelairrecording.com

- Assistant Engineer | Culver City, 2014 - 2015
- Technical assistance to clients like Grammy Award Winning artist "Miguel"
 - Set up routing of recording equipment (microphones, console, ProTools etc.)
 - Vocal processing and drum mixing inside ProTools

Vio la
Qestra

vioaudio.me/music
Spotify: Vio la Qestra

- Music Production, Composition, DJ | 2008 - 2020
- Prod. / Recorded songwriters, hip-hop artists, instrumentalist (+3M Streams)
 - Designed SFX and composed music for short films
 - Developed subgenre "Cinelectric" and brand under alias "Vio la Qestra"
 - DJ at clubs, parties, school dances, and community events

EDUCATION

University
of Southern
California

- B.S. Music Industry, Music Technology Emphasis | 2012 - 2015
- Coursework on Mixing, Mastering, Recording Console, Digital Synthesis
 - Founding Member: Mu Phi Epsilon Chapter, Professional Music Fraternity

Additional
Education

- Epic Games & GameDev.tv | Udemy | Audiokinetic
- Wwise 101, 201, 251, 301
 - Unreal Engine: 4.22 C++, UE Blueprint Development, UE VR Dev: Make VR Experiences in C++, UE Cinematic Creator
 - Python / Lua Programming & Game Development

Conferences

Exhibitor

CES 2020
AIS / Google On The Lot 2019
Unity Developer Day: LA

Attendee

Game Sound Conference 2019, 2020
MIT Reality Hack 2020
VR / AR Global Summit 2020

PORTFOLIO

VioAudio.me



CONTACT

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SKILLS

Audio

Reaper / Ableton

ProTools / Logic

Wwise / FMOD

Spatial Audio

Digital Synthesis

Mixing / Mastering

Vocal Recording

Foley Recording

Development

Unity

Unreal

C++ / C# / Python

Blueprints

Git, Perforce

Soft Skills

Proactive, Stress Management,
Problem Solving, Positive, Open

ACHIEVEMENTS

Youth

Eagle Scout (Boy Scouts of
America Highest Rank)

National Junior Olympic
Athlete (Semi Finalist 800m)

Black Belt (1st Degree, Karate)

International Travel

Solo Travel to 45 countries &
150+ cities on low budget

Additional Leadership

Clash Royale Clan Leader:
Lead team of 50 to 2nd
in North America from
below 1000th without
funding

Lead seminar for teens
about handling youth issues

Vice President: Diamond Bar
Leo Club, 500+ member
community service group