DJ MEADOWS

Sound Designer | Foley Artist

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PROFESSIONAL SUMMARY

Sound Designer, Foley Artist, and audio fanatic specialising in shaping soundscapes for major studios, brands, projects, and unique experiences. Blending creative sound design with technical precision across post-production, field recording, and cross-team collaboration to support high-profile content, narrative clarity, and mission-driven storytelling, bringing my toolbox from film/broadcast to games.

TECHNICAL SKILLS

Games & Interactive Media

- Wwise (Implementation & Authoring)
- Unreal Engine 5 (Blueprint Integration)
- Additional Experience in FMOD and GoDot

Audio Production & Design

- Knowledgeable in Pro Tools Ultimate, Nuendo, and Reaper
- Experience Mixing in 5.1/7.1/Dolby Atmos
- Understanding of iZotope RX, FabFilter, and more.
- Experience in directing, editing, and recording VO sessions, talent, and deliverables.

Systems & Workflow

- Asset design, naming conventions, middleware architecture (file structuring), systems management, accessibility best practices
- Creating and organizing new workflows and pipelines

Live & Broadcast Systems

- Dante Certified (Lvl 1 & 2); IP-based routing (AES67)
- Q-SYS design and deployment
- Mixing for streaming systems
- Multi-track recording and playback engineering

GAME AUDIO EXPERIENCE

ReShaped (Game Jam Demo) - *Unreal Engine 5* | 2025

Sound Designer, Foley Artist, Wwise Implementer, Technical Designer, Co-Writer

- **Sole sound designer managing the entire audio pipeline:** Designed 150+ SFX, authored Wwise events (*footstep systems with surface switches, randomized containers, RTPC modulation*), implemented reactive music system using trigger boxes with dynamic layer transitions.
- **Collaborated with the technical designer on UE5 blueprint integration.** Conducted iterative playtesting to refine player feedback clarity.
- **Completed a full production cycle in 1.5 weeks,** demonstrating rapid prototyping, delivery under pressure, and tight deadlines.

Aster (Game Jam Demo) - *Unity* | 2026

Audio Director, Sound Designer, Foley Artist, Audio Implementer

- Created, revised, and tested systems within a tight deadline of a week, while navigating remote work across various timezones, locations, resources, and team experience, using FMOD tools and Unity integration.
- **Managing the full audio pipeline independently** from concept through implementation, testing, and optimization.

RELEVANT PROFESSIONAL EXPERIENCE

Freelance - Sound Designer | Foley Artist | Audio Engineer |*2017 - Present*

- **Designed modular sound libraries** using field recording, synthesis, and layered processing for 50+ projects (*NBC/Universal, UMG, Hasbro*)—workflows directly applicable to game asset creation and organization.
- **Collaborated with directors, editors, engineers, and technical teams** to align creative vision with technical constraints—skills essential for working with game designers, programmers, and audio directors.
- **Created and managed post-audio workflows** for feature-length projects, troubleshooting technical challenges and optimizing delivery under tight timelines.

Universal Music Group (UMG) - Technical Director | Producer | Stage Manager |*2022 - 2024*

- **Built scalable technical infrastructure** for 30+ hybrid productions managing audio, video, lighting, and crew workflows. Systems thinking that is essential for game audio architecture requiring modular, reusable assets.
- **Troubleshoot real-time audio routing and performance optimization** using Dante, Q-SYS, and broadcast systems. Improving upon these systems, similar to debugging and audio implementation processes.
- **Coordinated cross-functional teams** across artists, technical staff, and production leads, for high-profile events. Developing repeatable SOPs and scalable systems that require modular thinking, which is applicable to game audio architecture.

SELECTED PROJECTS

Sound Design | Foley | Mix - Video Games

2026

- *Aster (Game Jam Demo)* - **Sound Designer, Foley Artist -** *Unity*
  - Took the lead as the sole audio designer for this project creating stylized sound for a specific story-book style video game demo.
  - Worked in collaboration with programmers and designers to ensure seamless execution of sound assets between FMOD and Unity.
  - Created, revised, and tested systems within a tight deadline of a week, while navigating remote work across various timezones, locations, resources, and team experience.

2025

- *ReShaped (Game Jam Demo)* - **Sound Designer, Foley Artist, VO Recordist, Wwise Implementer, Technical Designer, Co-Writer, Co-Creator -** *Unreal Engine 5*
  - Collaborated with the team to create the vision, story, and dialogue for the game.
  - As the sole sound designer on this project, I was also responsible for creating all the audio assets and implementing them using Wwise and UE5 blueprints to build, test, and QC sounds, ensuring they're reactive in-game to player interaction.
  - The project was completed over 1.5 weeks.
  - Designed and implemented a reactive music system using Wwise and UE5 trigger boxes; music layers responded to player location and gameplay state to support narrative tension and pacing.

2024

- *TBA* **-** *Survival Platformer* **- Sound Designer, Foley Artist -** *GoDot*
  - Sole sound designer on a solo dev project creating, implementing, and testing unique sound assets for a survival-based platformer running in GoDot.

2023

- *NDA* - **Sound Designer (Contract)**

Sound Design | Foley | Mix - Film & TV

2026

- *Common Side Effects - S2* (TV - adultswim) - ***Foley, Sound Editor***
- Unannounced Project - (TV - adultswim) - ***Foley, Sound Editor***
- *Marry Into Money* (Music Video) - ***Sound Supervisor, Sound Design, Foley, Mixer***
- AllAttack Soccer Tutorials (YouTube Channel) - ***Sound Design, Foley, Mixer***
- *Project Selkie* (Animation) - ***Sound Supervisor, Sound Design, Foley, Mixer***

2025

- Packets of Hope (Ad) - ***Sound Supervisor, Sound Design, Foley, Mix***
- *Green Thumb* (Animation) - ***Sound Design***
- *Across The Border* (Animation) - ***Sound Design***
- *Dry Stone* (Short) - ***Sound Supervisor, Sound Design, Foley, Music Editor, Mixer***

2024

- *ADIDAS Spot* (Ad) - ***Sound Design***
- *Master, Master* (Short) - ***Sound Supervisor, Sound Design, Music Editor, Mixer***
- *Home For Passover* (Short) - ***Sound Supervisor, Sound Design, Foley, Music Editor, Mixer***
- *A Good Misogynist* (Short) - ***Sound Supervisor, Dialogue Clean Up, Mixer***

2023

- *Down Bad* (Music Video) - ***Sound Design, Foley, Mixer***
- *Susan Feniger: FORKED* (Documentary) - ***Sound Editor***
- *Et Tu* (Feature) - ***Sound Editor***

2022

- *The Buckley's: Take It As It Comes* (Short) - ***Mixer***
- *Jurassic Toys* (Advertisement - Hasbro) - ***Sound Designer, Mixer***
- *Spirit Untamed: Canyon Pals' Adventures* (Mini-Series - Netflix/Hasbro) - ***Sound Supervisor, Sound Designer, Foley, Dialogue Editor, Mixer***

Audio Engineer - Live Event + Broadcast

2026

- UMGLive Twitch Streams - ***A1, Broadcast Engineer***
- UMGLive Presents - Livestream Performances - ***A1, Broadcast Engineer***

2025

- 3point5 x Lebra Jolie Live - ***A1, Broadcast Engineer***
- 3point5 x Haiden Henderson Live - ***A1, Broadcast Engineer***
- 3point5 x Elliot James Reay Live - ***A1, Broadcast Engineer***
- 3point5 x Braden Live - ***A1, Broadcast Engineer***
- 3point5 x Jae Live - ***A1, Broadcast Engineer***
- 3point5 x Genia Live - ***A1, Broadcast Engineer***

2024

- *Fiestas Patrias Parade* - **A1, Broadcast Engineer**
- *good neighbours: Live @ The Troubadour* - **A1, Broadcast Engineer**
- *Medium Build: Live @ The Troubadour* - **A1, Broadcast Engineer**
- *Women of Wrestling: Season 3 (Theme/Rap)* - **Recording Engineer**
  - Coached, tracked, and mixed 60+ wrestlers in a recording session over three days.

2023

- *TOMORROW X TOGETHER: Sweet Mirage* - **A1, Broadcast Engineer**
  - Assisted HYBE in mixing their LA live concert for a simultaneous global theater broadcast.
- *Gryffn (Live) @ LA State Park* - **A1, Broadcast Engineer**
  - Assisted Universal in mixing a live-streamed performance seen by over 500k people.
- *YourRage Talent Show + 3-on-3 Basketball Tournament* - **A1, Broadcast Engineer**

2022

- *Divorce Court: Season 24* - **A1, Audience Coordinator Technician**
  - Provided audio mixing and video support for Season 24's virtual audience in Atlanta, GA.
- *Rolling Stone Live: Super Bowl Party*

Management + Leadership

2026

- A Leg To Stand On - *Rocktoberfest Annual Fundraiser* (Non-Profit) - **Stage Manager**
  - Celebrated 10yrs of stage management in managing their annual fundraiser, raising over $1M. Coordinated musician sound checks, staff requests, last minute changes, rentals, and a smooth, on-time, finish.

2024

- *The Makings of Curtis Mayfield* (Documentary) - **Stage Manager**
  - Assisted in pre-production and production for high-profile interviews in a music documentary, managing stage and studio setups. Hired team members to assist producers and talent on shoot days.

2023

- *Imagine Dragons X Coke Studios Collaboration* - **Stage Manager, Technical Director**
  - Coordinated and executed an orchestral recording session for a 40-piece ensemble with just 16 hours' notice.
- *HYBE x Geffen: Dream Academy (Debut)* - ***Stage Manager, Technical Director***
  - Built and coordinated teams for the press debut of Netflix's 'Pop Star Academy: KATSEYE' (aka Dream Academy).
- *Showcases - Various* - ***Stage Manager, Technical Director, Audio Engineer***
  - Managed all processes of production, from hiring, contracts, and coordinating teams to overseeing event setup, execution, and teardown, ensuring a safe and smooth experience. Showcases included everyone from **Dr. Dre, Flatland Calvary, Felix Ames, Jordan Ward, MOBY**, and more.
- *Additional Projects - Various* - ***Stage Manager, Technical Director***