

DJ MEADOWS

Sound Designer | Foley Artist

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PROFESSIONAL SUMMARY

Sound Designer and Foley Artist 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/Waves and various other Sound Design/Synthesis plugins
- Understanding of Foley performance & capture

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

2025

- Green Thumb (Short) - **Sound Design**
- Across The Border (Short) - **Sound Design**
- Dry Stone (Short) - **Sound Design, Foley, Music Editor, Mixer**

2024

- ADIDAS Spot - **Sound Design**
- Master, Master (Short) - **Sound Design, Music Editor, Mixer**
- **Home For Passover (Short) - Sound Design, Foley, Music Editor, Mixer**
 - Achieved high-quality sound design on a limited budget, delivering dynamic fight sequences that enhanced narrative intensity under tight timelines.
- **A Good Misogynist (Short) - Dialogue Clean Up, Mixer**

2023

- **Down Bad (Music Video) - Sound Design, Mixer**
- **Susan Feniger: FORKED (Documentary) - Sound Editor**
 - Edited, recorded, and designed soundscapes to increase realism for this documentary.
- **Et Tu (Feature) - Sound Editor**
 - Designed, edited, and recorded various sounds.

2022

- **The Buckley's: Take It As It Comes (Short) - Mixer**
- **Jurassic Toys (Advertisement - Hasbro) - Sound Designer, Mixer**
 - Collaborated with NBC/Universal to edit, mix, and design audio for the launch of a Jurassic World toy line.
- **Spirit Untamed: Canyon Pals' Adventures (Mini-Series) - Sound Designer, Foley, Mixer**
 - Sole sound designer for a miniseries promoting the Spirit Untamed toy line, recording remote VO, collaborating with NBC/Universal producers and the director to align the sonic vision.

Audio Engineer - Live Event + Broadcast

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 - Universal Music Group

2024

- *The Makings of Curtis Mayfield* - **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**
 - Led diverse projects including photoshoots, film shoots, system operations/construction, ATMOS integration, training, live streams, and pre-tour rehearsals.

2022

- *The Musicians' Green Book: An Enduring Legacy* - **Stage Manager, Piano Recordist**
 - Assisted in pre-production and production for high-profile interviews in a music documentary, managing stage and studio setups. Also assisted as the recording engineer for an impromptu piano session.