# Andrew Coggan

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Portfolio - https://backslashaudio.com/ · Linkedin - https://www.linkedin.com/in/andrewcoggan/ ·

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## LEAD SOUND DESIGNER

13+ years experience within the games industry working on a number of projects across various genres, platforms and team sizes. Wealth of experience across a wide range of areas including Sound Design & Implementation for AAA & indie Video Games, Apps, VR/AR/XR & Immersive Experiences, Recording Studio Engineer, Live Sound Engineer, University Lecturer and Publisher Author.

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## SKILLS

| ENGINES | MIDDLEWARE | DAWS | PLUGGINS |
|---|---|---|---|
| Unity - C# | Wwise | REAPER | Izotope RX |
| Unreal - Blueprints | FMOD | Pro Tools | Fab Filter |
| Proprietary Game Engines | Native Audio | Adobe Audition | Waves |

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## PROFESSIONAL EXPERIENCE

**Backslash Audio Ltd** **Sep 2022 - Present**
**Managing Director / Audio Lead**

- Founder and Audio Lead specialising in Full-Service SFX, Voice Over, Music, Trailers and Implementation
- Managed team of staff and freelancers delivering audio outsourcing on simultaneous projects
- Resource Allocation Management and Business Development, Training, Staffing, Client Relationships, etc

**ACOG Audio** **Aug 2017 - Sep 2022**
**Sole Trader / Audio Lead**

- Provided embedded audio outsourcing on a freelance basis for a number of game studios
- Created bespoke audio tools and workflow processes for a number of studios and varied projects
- Consulting alongside other heads departments to faciliate audio development

**Contractor - Sound Designer** **April 2013 - Aug 2017**
**Magenta Software / Travellers Tales**
Provided embedded audio outsourcing on a freelance basis for a number of game studios

- Created bespoke audio tools and workflow processes for a number of studios and projects
- Following direction of the project Audio Lead with overship over specific aspects

**Teaching - Part Time Lecturer** **Sep 2016 - Present**
**LIPA / BIMM Universities**

- Delivered 12 week module in Game Audio to 3rd year University students
- Prepared course materials, taught 3 hour workshop lessons and assessed coursework
- Author of 400 page academic textbook published in paperback, hardback and ebook
  "Unity Game Audio: A Practical Guide For Beginners" - Routledge/Focal Press ©2021

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## EDUCATION

**LIPA (Liverpool Institute of Performing Arts) - BA Hons Degree Sound Techology - 2:1**

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**References available upon request**

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The following is a selected sample of game credits from over 30+ publicly released projects.
These span from Simulators to FPS, RTS to Retro, Horror to Kart Racing and almost everything in between.

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### FORTNITE [UEFN]

- Designed and implemented interactive SFX for live-service branded experiences within existing IP
- Worked within tight performance, memory, and iteration constraints
- Rapid iteration in response to design and stakeholder feedback

### VAMPIRE CRAWLERS: THE TURBO WILDCARD FROM VAMPIRE SURVIVORS

- Spinoff from Poncle's 2D Vampire Survivors franchise developed by Nosebleed Interactive
- Stylised Audio Direction building upon existing IP and adjusting for use in 3D first person perspective
- Focus on clarity, impact, and player feedback under heavy on-screen action

### LEGO STAR WARS THE FORCE AWAKENS | MARVEL'S AVENGERS

- Asset creation and in-engine implementation across multiple platforms
- Ensured consistency with existing audio direction while supporting new content
- Contributed as part of a larger audio department

### LAWN MOWING SIMULATOR | LAWN MOWING SIMULATOR VR

- Conducted on location Foley recording sessions for all mowers and equipment
- Designing Audio Pipeline / Tools from scratch
- Designed and implemented SFX supporting simulation-focused gameplay

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### SOUND DESIGN

- Foley Recording > Adapting Existing Source Material > Implimentation > Mix

### INTERACTIVE MUSIC

- Music Resource Assessment & Brief > Interactive Music System Design > Music Editing > Licensing

### VOICE OVER

- Costing > Casting > Recording & Direction > Editing > Processing > Implementation > Mix

### CUTSCENES / TRAILERS

- Full audio creation and mix inc loudness standards and stereo / surround formats as required

### IMPLEMENTATION & WORKFLOWS

- Spec, Design & Creation of in Engine Audio Tools and Production Workflows

### TEAM DEVELOPMENT & MENTORING

- Ongoing training, feedback & mentoring of junior audio team members

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**Full list of credits can be found on Linkedin or Portfolio website**