

Andrew Coggan

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Portfolio - <https://backslashaudio.com/> · LinkedIn - <https://www.linkedin.com/in/andrewcoggan/> ·

LEAD SOUND DESIGNER

12+ 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.

SKILLS

ENGINES

Unity - C#
Unreal - Blueprints
Proprietary Game Engines

MIDDLEWARE

Wwise
FMOD
Native Audio

DAWS

REAPER
Pro Tools
Adobe Audition

PLUGGINS

Izotope RX
Fab Filter
Waves

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 facilitate 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 oversight over specific aspects

Teaching - Part Time Lecturer

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 Technology - 2:1

References available upon request

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The following is a selected sample of game credits from over 25+ publicly released projects. These span from Simulators to FPS, RTS to Retro, Horror to Kart Racing and almost everything in between.

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