

Blake Smith

Sound Designer

www.christopherblakesmith.com  /c-blake-smith  501.259.4941  naobsmith@gmail.com



Hard Skills: C#, Unity, Unreal, Logic Pro X, Pro Tools, Wwise, FMOD Studio, Music Composition

Soft Skills: Public Speaking, Project Management, Teamwork, Scheduling, Music Theory

Academic Projects

Audio Lead

April 2018 - Present

Night Heist | *A 3D networked multiplayer game in which two teams of two are tasked with either stealing an item or protecting it*

- Managing an audio team of 5 from preproduction to polish
- Utilizing Wwise to compose an adaptive sound scape for a wide variety of characters
- Repurposing French Impressionism themes to unify the musical style for all of the composers on the project

Composer & Sound Designer

September 2017 - July 2018

Field Punk | *A dynamic 2D puzzle platformer where the player uses magnetism mechanics to interact with the environment*

- Mixed Chinese and Japanese folk instruments with synthetic and orchestral instruments for a unique sound
- Developed strong motivic development by recycling French folk songs
- Constructed an interactive soundscape with the magnetic mechanics
- Showcased at DigiPen's PAX West booth

Composer & Sound Designer

September 2017 - July 2018

Juice Bowl Jamboree | *A 3D arena brawler where the player had to fight through three rounds of a boss fight with a changing arena*

- Created several adaptive audio layers using FMOD to give more customized feedback to player
 - Synced up several sound effects to resonate intune with the music
 - Composed theatrical music to give the game an overly dramatic feel
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Professional Experience

Lead Teacher

May 2017 - August 2017

ProjectFUN

- Developed introductory curriculum for a high school course on music and sound design for games
- Trained a team of 3 teachers and 7 teaching assistants
- Managed classrooms with class sizes ranging from 12 to 33 people

Composer in Residence

May 2015 - August 2016

Arkansas Center of Music Education

- Composed and transcribed music for different ensembles with varying levels of skill
 - Instructed students in a one-on-one setting within areas of musicality, composition, and performance
 - Lead section-based rehearsals to assist newer players learn their music more efficiently
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Education

Bachelor of Arts in Music and Sound Design

Expected May 2020

DigiPen Institute of Technology

Bachelor of Arts in Music

May 2015

Arkansas Tech University