

Cedar Jones Resume · *Sound Designer and Composer* ·

PERSONAL DETAILS

Address Herston, QLD 4006
Mobile 0413 650 469
Email cedarjones@gmail.com
Web www.cedarjones.com

EXPERIENCE AND QUALIFICATIONS

2006 - Present

Sound Designer
Krome Studios
Independent Game Developer

2005

Composer
Gridwerx
Independent Game Developer

2002 - 2004

Bachelor of Fine Arts (Communication Design)
QUT
Major in Music and Sound Production

2000 - 2001

Certificate II in Arts (Interactive Multimedia)
QANTM
Multimedia

2001

Interactive Multimedia Assistant
Digital Reality
Multimedia

2000

Work Experience
Sound Images
Sound and Graphic Design

Secondary Schooling OP: 4

CREDITS

Legend of the Guardians: The Owls of Ga'Hoole (Xbox 360, PS3, Wii) (Krome Studios, 2010)

Sound Designer

Game On Audio Discussion Panel (QUT Creative Industries Precinct, 2009)

Speaker

Transformers: Revenge of The Fallen (Wii, PS2) (Krome Studios, 2009)

Sound Designer

The Picture Club Splash Animation (The Picture Club, 2009)

Composer and Sound Designer

Golders 'Surf & Street' Music Theme (The Picture Club, 2009)

Composer

QLD Health 'Stepping Out of the Shadows' Educational DVD (The Picture Club, 2009)

Composer

Clone Wars: Lightsaber Duels (Wii) (Krome Studios, 2008)

Additional Sound Design

Star Wars: The Force Unleashed (PS2, PSP) (Krome Studios, 2008)

Sound Designer (PSP, PS2)

Hellboy: The Science of Evil (PS3, Xbox 360, PSP) (Krome Studios, 2008)

Sound Designer (PSP), Assistant Sound Designer (PS3, Xbox 360)

Qld Health/QUT 'C.R.I.S.P' Multimedia CD (The Picture Club, 2008)

Composer

Gekko 'Campdraft' TVC (The Picture Club, 2008)

Composer

Twisted X 'Cowboy' TVC (The Picture Club, 2008)

Composer

Viva Piñata: Party Animals (Xbox 360) (Krome Studios, 2007)

Composer - Best Audio, Australian Game Developers Award

The Legend of Spyro: The Eternal Night (Wii, PS2, GBA) (Krome Studios, 2007)

Sound Designer

The Legend of Spyro: A New Beginning (Xbox, PS2, GC) (Krome Studios, 2006)

Assistant Sound Designer - Best Audio, Sumea Awards

Genesis (PC) (Gridwerx, 2005)

Composer - Best Unsigned Game (Professional), Australian Game Developers Conference

'Mosaic' Feature Film (42nd Monkey Productions, 2004)

Composer

TECHNICAL SKILLS

Creation and implementation of sound assets

- Microphone setup, placement and use
- Single and multi-track editing
- Extensive and proven understanding of EQ, mixing, delay, reverb, modulation, compression, restoration, noise reduction, time compression and pitch shifting
- Placement of ambient sounds into 3D game worlds
- Triggering of sounds through animations
- Integration of audio into in-game cinematics
- Integration of VO and music assets
- Triggering of sounds through data driven events
- Thorough testing of new data

Project management

- Hands-on management of all project audio requirements
- Proven use of version control systems (Perforce and TortoiseSVN)
- Clear communication and documentation of ideas, systems and requests
- Ability to meet very tight deadlines and adhere to strict project schedules

Efficient management of available memory resources

- Sample rate conversion and file compression
- Effective use of looping sound assets
- Creative repurposing of sound assets

Music composition, arrangement and performance

- Reading and writing of standard and unconventional notation
- Rhythmic and harmonic development
- Improvisation and composition
- Classically trained pianist of 16 years

PROGRAMS AND SOFTWARE KNOWLEDGE

Adobe Audition
Sony Sound Forge
Apple/Emagic Logic
Steinberg Cubase
Digidesign Pro Tools
Waves VST Plugins

REFEREES

George Stamatidis

Audio Director, Krome Studios

Mob.: 0437 184 364

Email: georgestamatiadis@gmail.com

Marshall Parker

Audio Director, RealU

Mob.: (+65) 9108 4247

Email: m.parker@realu.com.sg

Joshua Camille

Senior Programmer, Creative-Assembly

Mob.: 0415 884 780

Email: jcamille@creative-assembly.com.au

Jeremy Santolin

Director, The Picture Club

Mob.: 0405 343 324

Email: jeremy@thepictureclub.tv