Jesse Holt I Senior Audio Designer

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Professional Profile

A professional audio designer and composer with nearly two decades of experience, combining video game visuals with expertly crafted sound effects and compelling music, used in a wide range of video games, across a variety of platforms.

With close to 200 video game titles to my credit, I've amassed a abundance of unique skills including the ability to assess game aesthetics and complement them with appropriate audio, proficiency with with a wide variety of audio production software and middleware, possession of a deep understanding of the various disciplines that make up a successful video game development team.

Core Skills

- Unity 3D
- Wwise
- PC & Mac

- Game UI design
- Dialog Editing
- Highly Organized

- Field Recording
- Strong Musical Background
- Committed to Excellence

Career Summary

February 2019 – March 2018   **Monarc Gaming:**
Sr. Audio Designer and Composer

Outline

Monarc Gaming created exciting, compelling, and highly entertaining mobile slot games. Hired to work with the team to develop content featuring well-known pop singers turning well-known songs into exciting slot games. Unfortunately, Monarc shuttered its doors before I could release my first celebrity slot.

December 2015 – August 2018   **Presence Labs:**
Sr. Audio Designer and Composer

Outline

Initially hired to create UI sound effects and audio branding. I quickly moved into the position of Music Designer for the Gear VR music visualizer application, GrooVR, pairing GrooVR's virtual reality experiences with custom mixtapes using music from SoundCloud and Spotify.

In early 2016, I began designing sound effects for several GrooVR music experiences, giving them a greater sense of immersion. In late 2016, Presence Labs produced and released High Roller Slots, a virtual reality slots casino for the GearVR, and in 2017 Presence Labs produced and released Virtual Vegas Slots: AR Casino, the first augmented reality casino for iOS.

Accomplishments
- Hand picked and curated mixtapes for virtual reality application GrooVR using SoundCloud, Spotify, as well as securing unique music content from local Seattle electronic music artists.

- Created sound effects and used spatialization capabilities in Unity 3D to give the sound effects extra goodness.
- Composed thematic music for all slot games, staying mindful of how spatialized music might alter the virtual reality experience for users.
- Implemented and optimized all audio staying with the specific device limitations.
- Tested performance of audio on-device and made adjustments accordingly.
- Created and edited social media video posts for Instagram and Facebook.
- Created user interface (UI) sounds for all areas of the app.
- Created audio branding for the GrooVR logo animation, High Roller Slots logo animation, and the Virtual Vegas: AR Slots log animation.
- Used Unity 3D, Logic Pro X, Adobe Audition, Final Cut Pro and Motion.
- Worked with developers to create a platform for artists to upload their music for use in the virtual reality application GrooVR.

January 2013 – May 2015   **Absolute Hero:**
                                    Co-Founder, Audio Designer and Composer

Outline
Absolute Hero Games was a casual games studio founded by two friends and I. The studio specializing in engaging browser-based HTML5 mobile games for tweeners.

Accomplishments
- Planned, designed, and executed audio direction for each of the 20 games we released.
- Composed music and created sound effects that complemented one another.
- Made sure all audio performed efficiently within the limitations of the HTML5 technology.
- Tested all game audio on-device to make sure that it performed as expected.
- User interface audio creation.
- Created compelling music and sound effects, plus challenging level design for our flagship game, Sam-or-I.
- Planned Absolute Hero's social media strategy for Facebook and Instagram.
- Created social media posts, executed and scheduled them regularly using Hootsuite.

November 2010 – March 2014   **DoubleDown Interactive:**
                                      Audio Designer and Composer

Outline
I was hired by DoubleDown Interactive to create sound effects and compose music for the world-class DoubleDown Casino applications played on PC and mobile devices.

Accomplishments
- Mocked up multiple audio themes at the beginning stages of production.
- Created unique sound effects including reel spins, slot stops, win states, user interface sounds, and global ambient loops.
- Composed music for uniquely themed slot games, including menu music, in-game music, bonus game music, and lobby music.
- Created signature UI (user interface sounds) used throughout the casino application.
- Transformed well-known IP content into useable game sound effects and music, including the Brady Bunch, the Twilight Zone, American Idol, and House.
- Designed sound for video promotions used for social media posts and web ads.
- Scheduled voiceover sessions.
- Recorded foley sessions in-house and at local production facility Clatter & Din to capture unique card and chip audio recordings.
- Designed a state-of-the-art audio studio for the company.

Sept 2000 – Sept 2009   **GameHouse Games:**
                                   Audio Designer and Composer

Outline

GameHouse, founded in 1998, contracted me in 1999 to informally provide music loops for several games. In 2000 I was hired as in-house Audio Designer.

Accomplishments

- Worked on more than 50 games, including Casual Game of the Year 2006, Collapse! 3.
- Created unique sound effects for a variety of casual games.
- Composed one-of-a-kind music for a wide assortment of themed games.
- Worked directly with developers to solve and create workarounds of platform limitations related to audio..
- Scheduled and recorded voiceover sessions.
- In charge of foley recording sessions.

Extra

- Certified in Sound Production, University of Washington
- Certified Wwise 101
- Founder of Seattle VR Audio Meetup
- Founder of Game Audio Alliance
- Presenter at GDC and Casual Connect
- Film Scoring
- Theater Audio Design
- Music Producer