

profile

I am a passionate audiophile with broad experience of sound production and engineering for a variety of media. As well as being a freethinking creative I am a diligent team player, committed to delivering all projects on-time and on-brief to the highest levels of quality and client satisfaction. In recent projects I have honed my skills in implementing interactive audio solutions using game engines, with a particular passion for spatial audio. My approach to all tasks is a strategic balance of research, planning, dedication & artistry.

relevant employment history

Brain Audio: Interactive Sound Editor: 2020-current

- [Headspace in VR for Meta Quest 3](#), immersive & gamefied experiences for Mindfulness in Unity & FMOD.
- Implementing SFX & interactive music with 3D spatialisation, ready for release in early 2024.
- Managing audio banks, asset lists, GitHub, Jira tickets; liaising with Programmers at [Nexus Studios](#).
- 2020: Implementing audio for interactive experiences in AR on iPhone for Disney/Marvel's [Eternals AR app](#).

Point Blank Music School: Senior Lecturer & Module Leader: 2019-current

- Responsible for the delivery of the **Audio for Games** module at Level 6 (BA 3rd Year). DBS Certified.
- Course Development & Revalidation, marking & moderation, mentoring lecturers, staff development training.
- Developing game projects in Unity for students to practise music & sound implementation.

AppleTV's [WeCrashed](#): Composer's Assistant & Engineer: 2021-2022

- Assisting composer Christopher Bangs: Prep'ing sessions, sync'ing cues, exporting stems, mixing music to picture.
- Engineering the recording sessions of live musicians & ensembles, editing and mixing to film score.

Freelance Game Sound Designer: 2018-2023

- **Playmore Games** (2023): Arcade gambling machine, built & managed a team of junior audio designers.
- **Audio Attack** (2022): Recording and designing custom SFX for [Sync libraries](#)
- **Soundcuts** (2019): Working remotely on preproduction of *The Quarry* for SuperMassive.
- **1st Impact Games** (2018-current): Bespoke audio assets for [All Contact Lost](#) & [Uprising](#)

Jumpship Games: Sound Designer: 2017-2018

- Indie startup, working with a very small dev team on [Somerville](#), a retro style 2.5D adventure game.
- Recording & editing sounds in ProTools for implementation with Audiokinetic's Wwise in Unity.
- Working closely with the Game Programmer to create custom solutions to in-game audio challenges.

Amuse Network: Sound Designer: 2017-2018

- [Car City](#) is a short animation series for children, published online and through Amazon Video.
- Editing VOs, bespoke sound design, spotting library music, mixing and mastering to TV specifications.

Freelance Film & TV Sound Editor: 2010-2013

- Post production audio, including recording ADR and VOs, sound design and delivering final mix in stereo and 5.1.
- [Best of Boroughs Award](#) (2010) for [Physical Education](#) with British Council Films. [Tea & Crumpets](#), [Home Economics](#).
- Banyak Films: [Beads on One String](#) (2011) - Feature length documentary covering a multi-faith pilgrimage in India.
- Film Tribe: working closely with Director Will Wright on a horror short [The Ritual](#) (2011).

Freelance Recording Engineer: 2009-2017

- Multitrack studio recording and editing of full album for rock band [The Baddest](#).
- Producer for [Myernark's](#) first album. Location recording of piano for [The Fruitful Earth's](#) album.
- Mobile recording for classical and opera singers for [Deborah Hudson](#).

Freelance Music Producer: 2008-ongoing

- Bespoke music for Music Agencies and Libraries (Sony, EMI, Twisted Jukebox, Strings & Tins, MadPlanet).
- Commercial Clients include: Lipton, BT, BMW, HTC, Toyota.
- Mixing & Mastering: [Guilty Pleasures](#) (EP), [Boomville](#) (album), [Pisdicables](#) (album), [King Punch](#) (EP), [Midnight Rebel Band](#) (album), [Zeyn Mroueh](#) (EP).

SAE Institute: Lecturer in Audio Production (BA/BSc): 2010-2017

- Teaching Engineering (Recording, Consoles, DAWs) & Theory (Physics, Acoustics, Music Theory).
- Marking student projects and tutoring dissertations, providing media materials for practical assessments.
- Student Retention Officer (2015 onwards) & key player in design and roll out of new Game Audio module.
- 2009: before becoming a lecturer I worked at SAE as a Studio Supervisor, maintaining studio facilities.

ISIS Publishing: Spoken Word Recordist & Editor: 2005-2007

- Recording Voice Artists for unabridged audio novels, editing and mastering for publication on cassette and CD.

education

ThinkSpace Education (2016-17): MA Sound Design for Video Games (Distinction)
Accredited by Chichester University. Practical, creative & vocational course.

Middlesex University, London (2012-13): PGC in Higher Education (Merit).
Teaching & Learning Theories; Assessment Methods.

SAE Institute, London (2008-09): Diploma in Audio Production (1st Class).
Accredited by Middlesex University. Audio Engineering for Music & TV/Film.

King's College London (2000-03): BA in History (1st Class Honours).
Political and Military history, Ancient Rome, Greek Philosophy, Dissertation on Roman Republican Politics.

Regent Language School, Oxford (2002): CELTA qualification (1st Class).
Teaching English as a foreign language. Professional teaching and private tutoring.

Bedales School, Hampshire (1992-99).
A-levels: English Lit. (A), Maths (A), Latin (B). GCSE: 10 A's.

Jakarta International School, Indonesia (1988-92).
American Curriculum.

Schulhaus Flüh, Switzerland (1985-88).
Swiss state school system taught in German.

certifications

GDPR UK 2023
Data Protection

EDI Training 2023
Equality, Diversity & Inclusivity

Prevent Training 2022
Counter Terrorism & Radicalisation

skills & experience

Gaming Software - FMOD, Wwise, Unity & C# scripting, Unreal & Blueprint visual scripting.

Audio Software - Pro Tools (Expert), Logic (Expert), Reaper, Ableton, NI Komplete, iZotope, Waves.

Audio Programming - Reaktor Blocks & Primary, PureData, Kontakt scripting (KSP).

Audio Hardware - Analogue Consoles (SSL, Neve, vintage & new), Digital Consoles (Neve DFC, Avid ICON & C24, Yamaha O2R), wide array of microphones for studio & location recording, Zoom & Sound Devices recorders, experience with analogue tape recording & calibration, broad range of outboard FX.

Sound Design - Location recording, Foley, Modular synthesis, experimenting with obscure mics and homemade sound machines, analog & digital processing.

Computing - Mac & PC, broad experience with version control solutions, task management software, cloud backup systems, databases, spreadsheets with formulaic calculations, setups for video conferencing.

Music - Professional Drummer (grade 8+), Music Theory (grade 6), Multi-Instrumentalist (guitar, bass, ukulele, keyboards), member of a gigging rock band, Sang in choir: [Constanza Chorus](#), Music Tutoring experience.

Languages - French (conversational), German (fluent when I was young), Indonesian (limited).

Hobbies - Synthesisers, Snooker, Tennis & Pickle ball, cooking for my supper club.

multimedia

Website & Showreel
www.rorywalker.co.uk

TV/Film
[Rory Walker's Vimeo](#)

referees - please do not contact without prior consent

Chris Branch
Co-Founder & Director at [Brain Audio](#)
Composer & Sound Designer for Headspace in VR
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David McHugh
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Point Blank Music School
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"On both an academic and professional level, Rory has demonstrated in-depth knowledge and professional audio practice in general."

Hugh Harlow, Head of Audio, SAE. 2016