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Nicholas Lee – Curriculum Vitae

Contact Information

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Personal Profile

I am Nick and I am currently a part-time tutor on the Game and Interactive Audio (BSc) at Futureworks in Manchester. I am also studying on the MSc Sound and Music for Interactive Games Masters at Leeds Beckett. I have a keen interest in the ever-evolving industry of game audio. Currently my main skills are within creating believable and adaptive ambient game environments, field/Foley recording and using creative techniques to implement interactive audio. I am always learning new ways to improve my work from others and love getting critical feedback wherever possible to refine my abilities.

Skills

- Unity – Certified Programming User
- Unreal Engine (audio implementation using blueprints and MetaSounds)
- Pro Tools – Certified Pro Tools User (201)
- Plugins and Izotope RX knowledge
- Audiokinetic's Wwise
- FMOD
- Field recording and studio Foley recording
- Creative Sound Design

Current Experience

Sound Designer – Xiaofanchuan Games (20th August 2025 – present)

Recently I have been given the opportunity to work on Xiaofanchuan Games' current title False God. As the team is currently looking for funding and publishing, the team members including myself are considered voluntary, working on the title during spare time. I have been brought on as a Sound Designer but will be working on some of the technical sound design and implementation.

Teaching at Futureworks

In September of 2023 I started teaching two modules on the Game and Interactive Audio course at Futureworks in Manchester. This is the same course I graduated from in 2021. I am teaching an Interactive Score module as well as Sonification, two modules I thoroughly enjoyed completing as a student. Adapting to teaching has been a challenge I have welcomed and teaching aspiring people about the world of game audio has been a joy.

Studying at Leeds Beckett

I am currently in my third semester on the Sound and Music for Interactive Games course. During my studies I have developed several sound design skills such as:

- In depth sound implementation methods in Unreal Engine including MetaSounds.
- Research and project experience of interactive music using Wwise.
- Creative Sound Design for vehicles, weapons and creatures across many genre types.

Past Experience

Cloud Imperium Games (Foundry 42 – Wilmslow) – Work experience - QA Team and Production Team - 4th - 15th April 2016

Cloud Imperium Games is a company currently working on the popular crowd-funded game Star Citizen and I was very lucky to have the opportunity to gain work experience there. I was lucky enough to get work experience with the QA team and Production team. This experience sparked my interest into studying game sound design.

- Worked with the QA team to find and fix bugs.
- Developed a basic understanding of specialised roles, from audio to art.
- Learnt to complete fundamental tasks in a skilled manor.
- Met deadlines and prioritised daily tasks.
- Gained understanding of the role of producers within the management of teams.
- Experience in important meetings - involved in planning and organisation for these.

I also have project experience on student projects as can be seen on my portfolio.

Education

Futureworks

First Class Honours Degree in Game and Interactive Audio.

Wilmslow High School Sixth-form college

Three A Levels in Information Technology, Psychology and History. One AS Level in Geography

Wilmslow High School

GCSEs: English Language A, ICT A, Mathematics B, Science (Additional) B, Geography B, History B, Science overall B, Design Technology C, English Literature C

Interests

Gaming is a huge part of my life and some of my favourite titles include Battlefield 1, God of War and Red Dead Redemption 2. I also thoroughly enjoy going to live music shows when possible.

References

Available on request.