

Robert Geurts

Sound Designer

Academiesingel 19E
Breda, 4811 AB
+31 6 21434694
contact@robertaudio.com
robertaudio.com

PROJECTS

More information about projects on my website

Sound design graduation project — 2018

I worked as a sound designer in a small group to create a real-time video. I did all audio related work and some design.

Sound design personal project — 2017

I set up a project with multiple levels and did everything from research and audio asset list to implementation and mixing and mastering.

Button Realms — 2016

I set up Wwise projects in Cryengine and Unreal, created the audio asset list and audio design documents and created SFX.

Takers — 2016

I was team/design lead and created all SFX.

Shell of the Cyber Crawlers — 2015-2016

My role was design lead and I did all design and audio for this game.

Global Game Jams — 2012-2017

I participated in 4 game jams and my role has always been a mix between lead, design and audio. Our team got third place during the Global Game Jam in my first academic year.

EDUCATION

NHTV, Breda — Bachelor of Science

September 2012 - August 2018

Completed courses and objectives about creating SFX, implementing SFX, sound engines, game design, bugtracking, level design, gameplay programming, 3D modeling/texturing and worldbuilding. Won awards for best audio and best game.

Participated in the development of multiple game projects in teams ranging from 4 to 36 students.

ROC, Nijmegen — VWO E&M

September 2010 - June 2012

Dominicus College, Nijmegen — VWO E&M

September 2003 - June 2010

INTERESTS

- Musical Instruments and Music
- Concerts and festivals
- Video Games (rpg, simulation, fps, platformer)
- Board Games

SKILLS

- Creating/Recording Samples
- Creating sound effects
- Using sound engines to implement sound effects
- Creating audio asset lists and audio design documents
- Working with voice actors
- Game design

Tools

- Propellerhead Reason
- Audiokinetic Wwise
- Unreal Engine 4
- Audacity
- Photoshop
- Unity

LANGUAGES

Dutch: Native language
English: Fluent