

# Tyberius Livingston

## Audio Engineer / Technical Sound Designer

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Audio Engineer with 5+ years of experience in video games, live sound, and linear media. Proven skills in many aspects of technical sound design, including audio implementation through middleware (Wwise and FMOD), gameplay audio programming in C#, and Unity editor tool scripting. Post production skills include dialogue recording / editing, foley, and mixing in DAWs such as REAPER and Pro Tools.

## Projects

**Volleyguns** (Unity / Wwise)  
*Audio Lead*  
Todd's Team 4 - 2025

**Freakshow** (Unity / Wwise)  
*Technical Sound Designer*  
Todd's Team 3 - 2024

**Crystallium** (Unity / FMOD)  
*Audio Programmer*  
Studio Lycanthrope - 2024

**Goose Genie** (Unity / Wwise)  
*Technical Audio Director*  
Spartasoft Studio - 2024

**Sneakeasy** (Unity / FMOD)  
*Technical Sound Designer*  
Spartasoft Studio - 2023

**Tomb for Two** (Unity / FMOD)  
*Technical Sound Designer*  
Spartasoft Studio - 2022

**Project: Husk** (Unity / FMOD)  
*Technical Sound Designer*  
Glass Bottle Studios - 2021

**Lock In** (Unity / FMOD)  
*Technical Sound Designer*  
Team CAAAT! - 2023

**Void Volley** (Unity / FMOD)  
*Technical Sound Designer*  
Team 7 - 2021

## Experience

### Volleyguns

East Lansing, MI

*Audio Lead*

January 2025 - Current

- Developed Wwise custom scripts / tools in Unity to enhance workflow and speed up iteration for sound designers
- Collaborated with audio team to create and quickly build on dynamic music & sound design systems
- Established continuous lines of communication with the rest of the team to keep Audio in the loop and Jira tasks up to date

### Spartasoft Studio

East Lansing, MI

*Technical Audio Director*

August 2023 - January 2025

- Planned, prioritized, and delegated tasks to a 5+ person audio team through Monday to ensure meaningful, steady progress is made on the project
- Trained members on Wwise / Unity implementation to ensure higher confidence and polished work
- Provided weekly feedback on assets and merge requests to maintain consistency and quality of the project

### Freakshow

East Lansing, MI

*Technical Sound Designer*

March 2024 - Current

- In charge of leading dialogue casting, studio pre-production work, recording, editing, design, and implementation of 2 characters and 60+ lines
- Designed an immersive horror soundscape utilizing Wwise's spatial audio system
- Collaborated with teammates to QA and bug triage, improving the level of polish in the game

### Denuo media

Rochester, MI

*Audio Engineer Intern*

January 2018 - August 2019

- Edited video advertisements for clients using Adobe software to promote their brand to a larger audience
- Set up AV equipment, dressed the set, and sound checked in a time-sensitive environment to ensure capture of quality footage and complete shoots within strict deadlines
- Delivered video drafts quickly so team feedback could be incorporated prior to the advertisement's deadline

## Education

Michigan State University - East Lansing, MI

May 2025

B.A Games and Interactive Media