

TYBERIUS LIVINGSTON

TECHNICAL SOUND DESIGNER / AUDIO ENGINEER

CONTACT

✉ Ty@TyLivingston.com

🌐 TyLivingston.com

SKILLS

GENERAL

- Audio Engineering
- Audio Implementation
- Audio System Design
- C# Gameplay Audio Programming
- Dialogue Recording & Editing
- Sound Design

GAME ENGINES

- Unity 5/6
- Unreal Engine 4/5

AUDIO MIDDLEWARE

- Wwise 2024.1
- FMOD Studio 2.02

DAWS

- REAPER
- Logic Pro X
- Adobe Audition
- Pro Tools
- Digital Performer
- Studio One

EDUCATION

Michigan State University
B.A Games and Interactive Media (2025)

Macomb Community College
Associates of General Studies (2019)

PROJECTS

Volley Guns

Audio Lead
Todd's Team 4 - 2025

Deity Cell

Lead Dialogue Designer
Brava Games - 2025

Chimera

Technical Sound Designer
Wumbo Workshop - 2025

GRAVE

Audio Director
Spartasoft Studio - Unreleased

Freakshow

Technical Sound Designer
Todd's Team 3 - 2024

Goose Genie

Technical Audio Director
Spartasoft Studio - 2024

Tomb for Two

Technical Sound Designer
Spartasoft Studio - 2022

Project: Husk

Technical Sound Designer
Glass Bottle Studios - 2022

Void Volley

Technical Sound Designer
Team 7 - 2022

EXPERIENCE

Volley Guns

January 2025 - Present

Audio Lead (Unity / Wwise)

- Technical and creative direction for music, sound design, and voice
- Recruit and manage contract music composer and sound designer
- Develop Wwise custom scripts / tools in Unity to enhance workflow and speed up iteration for sound designers

Deity Cell

June 2025 - Present

Lead Dialogue Designer (Unity / Wwise)

- In charge of dialogue planning, recording, editing, design, and implementation of 150+ voice lines (3k words) split between 5 characters
- Troubleshoot and fix audio bugs related to spatialization, audio system initialization, and event/bank loading
- Implement audio assets and systems through Wwise and C# Scripting

Spartasoft Studio

August 2023 - January 2025

Technical Audio Director

- Planned, prioritized, and delegated tasks to a 5+ person audio team through Monday to ensure meaningful, steady progress
- 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

TY AT A GLANCE

- I was a 2024 G.A.D.A GameSoundCon scholar.
- I am currently learning the drums solely through a Japanese rhythm game.
- I have a small arcade cabinet I'm (slowly) rebuilding / customizing.
- I have a cat that I trained to sit and spin (she only listens sometimes).
- I like trying a lot of different recipes when cooking. Sometimes, much to my dismay (*90% chocolate chip cookies still haunt me*).
- I have a black belt in karate.
- My boyfriend brings me to at least one furry convention every year.