

# JASON BOWERS

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Passionate AAA sound designer with over 14 years of experience. I have been lucky enough to contribute to beloved franchises such as Crash Bandicoot and Spyro The Dragon as well as help bring new IPs such as Immortals Of Aveum and Skylanders from early prototypes to ship. I am so fortunate to be able to design sounds for unique games with incredibly talented and wonderful people.

## EXPERIENCE

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### Ascendant Studios

2021 - 2023

#### Immortals Of Aveum | Senior Sound Designer

2023 | PS5/XSX/PC | Wwise/Unreal 5

- Designed and implemented all playable character audio, NPC and enemy audio, environmental SFX, and UI SFX.
- Worked with engineering teams to create VO pipelines, cinematic audio pipelines, music systems, and other various audio systems.
- Built our Wwise project from scratch with full documentation for the audio team.
- Optimized the game for each platform, including utilizing the PS5 and XSX 3D audio systems.
- Shipped this title while working remotely.

### Toys For Bob

2009 - 2021

#### Crash Team Rumble | Senior Technical Sound Designer

2023 | PS4/X1/XSX/PS5 | Wwise/Unreal 4

- Focused on designing engaging multiplayer combat sounds for the cast of characters.
- Helped to adapt our audio systems to accommodate multiplayer scenarios.

#### Crash Bandicoot 4: It's About Time | Senior Technical Sound Designer

2020 | PS4/X1/Switch/XSX/PS5/PC | Wwise/Unreal 4

- Designed and implemented all playable character audio, the majority of ambience and level audio, UI sounds, and sound sets with voice for 70+ enemies.
- Worked with engineering teams to create a VO processing and integration and cinematic audio pipelines.
- Built audio systems using Wwise and Unreal
- Optimized the game for each platform, including utilizing the PS5 and XSX 3D audio systems.
- Shipped this title while working remotely.

#### Spyro Reignited Trilogy | Senior Technical Sound Designer

2018 | PS4/X1/Switch/PC | Wwise/Unreal 4

- Remastered or closely matched in re-design the iconic sounds from the original Spyro trilogy.
- Designed and implemented most playable character audio, ambience and level audio for 80+ levels, UI sounds, and sound sets with voice for 100+ enemies.
- Built audio systems using Wwise and Unreal
- Worked with an external game studio and their contractors to help complete the third game of the trilogy.

**Skylanders: Imaginators, Trap Team, Giants, and Spyro's Adventure** | Associate/Sound Designer  
2011 - 2016 | PS3/Xbox 360/Wii/WiiU/PS4/X1/Switch/PC/OSX/Android/IOS | Proprietary Engines

- Designed and integrated sound sets for many characters, enemies, levels, and cinematics across multiple Skylanders titles and multiple proprietary tool sets.
- Worked with contractors and external sound designers to deliver quality audio across multiple titles.
- Assisted in creating the proprietary audio engine for Imaginators.
- Helped design a peripheral with a built in speaker and designed audio to be played out of it for Trap Team.

## **EDUCATION**

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**Ex'pression College For Digital Arts** | Bachelor of Applied Science in Sound Arts

**2009**