

ROB MALONEY

AUDIO DESIGNER



PERSONAL PROFILE

Whether enhancing a film's atmosphere or elevating a game's immersion, my approach is to craft narratives that resonate emotionally. After over a decade of working across various audio disciplines, I remain a passionate sound designer with roots in music composition, and experience and dedication to mentoring emerging talent.

WORK EXPERIENCE

Audio Designer

Core Gaming | 2024 - Present

- Book Of Mercante (2024)
- Curse Of The Werewild (2024)
- Password (2024)

Senior Audio Designer (Contract)

10:10 Games | 2024

- Funko Fusion ~ In-Game Cinematics (2024)

Sound Designer (Contract)

Molecular Studios | 2024

- Premiere League OS (2024)
- Premiere League VR Training - In Co-Production with Rezzil (2024)

Senior Audio Designer (Linear)

Frontier Developments | 2021 - 2024

- Warhammer Age of Sigmar: Realms of Ruin (2023)
- F1 Manager 2023
- Stranded: Alien Dawn (2023)
- Deliver Us Mars (2023)
- The Great War: Western Front (2023)
- F1 Manager 2022
- Planet Zoo | Sounds Of The Summer Album (2022)
- Chaos Gate: Daemon Hunters (2022)
- Far: Changing Tides (2022)
- Elite Dangerous
- Jurassic World Evolution 2 | DLC 2 (2021)
- Planet Zoo | DLC 12+15 (2023)

CONTACT

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- 📍 United Kingdom

SKILLS SUMMARY

- Bespoke Sound Design
- Dialogue Editing
- Music Editing | Additional Composition
- VO Recording | Directing Sessions
- Surround Mixing | 5.1 Quad Binaural
- Broadcast Technical Specification
- Reaper | Pro Tools | Logic Pro
- Unreal | Unity | Wwise | FMOD
- Web Audio API | Git

SOFT SKILLS

- Mentoring | Training
- Producing | Scheduling

AWARDS

- 🏆 Shortlisted 'The Battle', Unheard Film Festival, Amsterdam
- 🏆 Nominated for 'European Talent Award', Soundtrack Cologne

EDUCATION

Leeds Conservatoire

BA Hons Music Production | 2007 - 2010

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WORK EXPERIENCE (CONT.)

Sound Designer

Two Am Studios | 2020 - 2021

- Project Yggdrasil Film | Bandai Namco (2021)
- TT Racing | Maxx gaming (2021)
- Toyota Corolla Cross Premiere Film (2021)
- Surya Pro | Rebound Film (2021)

Sound Designer | Music Composer | Field Recordist

R Maloney Sound | 2010 - Present

- Battlefield V (Field Recordist)
- Sonder | Indie Game (Music Composer)
- Saltrun | Clear Creativity | Film (Music, Sound Design, Mix)
- Fishponds of the Amazon | Documentary Film (Sound Design, Mix)
- O2 Rugby Touch (Field Recordist, Sound Design, Mix)
- Puma | Run The Streets (Sound Design, Mix)
- Corner Kings | Documentary Film (Sound Design, Mix)
- Hello // Goodbye | Short Film (Boom Op)
- An Urban Myth: Incision | Short Film (Field Recordist, Sound Design, Music Composer, Mix)
- Citroen DS | Westfield Lock In (Sound Design, Mix)
- Puma x Foot Patrol | Puma Tsugi | Shinsei 'Sashiko' (Sound Design, Mix)
- Nokia | Ibiza (Sound Design, Mix)
- Reclaimer | Short Film (Music Composer)
- Portrait | Short Film (Sound Design, Mix)
- Until The Dolls | Short Film (Sound Design, Mix)
- Embrace Me | Short Film (Sound Design, Mix)
- Hiscox Insurance | Branding Mnemonic (Music, Sound Design, Mix)

Sound Designer | Head Of Audio Transfer

Gramercy Park Studios | 2017 - 2020

- Fifa 21 | GLOBAL SERIES (2020)
- Hattie | Documentary Film
- Breakdown | Short Film
- Immortal Awards | Title Animations (2020)
- DAZN | Promotional Materials (2018-2020)
- Jaguar F-Pace x Canon (2019)
- Volvo | The Birdman | Promotional Film + Idents

Sound Designer

Online Post Production | 2015 - 2017

- Korea From Above | Episodes 1 + 2 | Film Documentary
- Wild Gibraltar | Film Documentary
- Inside The Firestorm | Film Documentary
- WWII: Forgotten Ally | Film Documentary
- My Cantu | Marketing Campaign
- British Gas | Smart Street | Advertising Campaign
- Mastercard | UEFA Champions League | Advertising Campaign
- How The Light Gets In | IAI | Podcast

Audio Transfer Assistant

Factory Studios | 2012 - 2013

REFERENCES Available on request