

## Contact

<b>Phone</b>	07544697515
<b>Email</b>	peterfox98@icloud.com
<b>Location</b>	York, UK
<b>Website</b>	p-audio.wixsite.com/portfolio
<b>Linktree</b>	<a href="https://linktr.ee/peterfoxaudio">https://linktr.ee/peterfoxaudio</a>

## Education

2020  
**Class I in Bachelors of Arts in Music Production (Hons)**  
York St. John University, UK

2016  
**Distinction in BTEC Music**  
York College, UK

## Skills

- Sound Design  
Reaper, Foley, Wwise, FMOD
- Music Composition  
Logic Pro, Pro Tools
- Collaboration  
Programmers, VFX, Animation
- Game Development  
Unity, Unreal Engine, Bespoke Tools
- Project Management  
Zoho, Trello, Notion, Asana, Monday
- Communication  
Slack, Discord, Teams
- Version Control  
Unity DevOps, Github, Perforce
- Versatility  
Level Design, Marketing, QA
- Self Employed  
Invoice Management, Client Management

## References

**Paul Tapper**  
CEO, Fruity Systems  
Email: paul@fruitysystems.com

**Yasmina Fadel**  
Producer, Fruity Systems  
Email: fadelyasmina@yahoo.com

# Peter Fox

## Game Audio Designer

Hello! My name is Peter, and I am a Game Audio Designer based in York, UK. My expertise lies in sound design, engine implementation, and music composition. My passion for all aspects of audio, from Foley recording to intricate sound design, is boundless. However, my greatest fulfilment comes from collaborative efforts—whether it's devising creative solutions with programmers or helping to bring an artist's or writer's vision to life. Currently, I am employed at Fruity Systems, where I am involved in the development of Temple Ware.

## Experience

- **Feb 2022 - Present**  
Fruity Systems (Remote)  
**Game Audio Designer**  
Space Salvage VR - Responsible for creating sound effects and music for a VR Unity project.
  - Sound Design
  - Music Composition
  - Helped out with other departments - Level Design, Marketing, QA
  - Unity Implementation - Use of bespoke audio tools in Unity
  - Version Control - Unity DevOps, working with multiple branches
  - Virtual Reality - Use of audio spatializer
  - Bug Tracking/Solving - Extensive use of Zoho to track hundreds of bugs
  - Multi platform - Meta Quest VR & SteamVR through OpenXR
- **Oct 2020 - Present**  
PF-Audio (Remote)  
**Self Employed**
  - Manage Clients
  - Invoice Management
- **Jul 2022 - Nov 2022**  
eargym (Remote)  
**Sound Designer**  
Work with all company departments to add high quality joyful sound to the product, services and marketing. Working closely with the games and app teams to compose and design the sound in the hearing training games and app.
  - App testing iOS & Android
  - Communicate effectively with Research teams
- **Jun 2013 - Feb 2022**  
Rock-Tech (York)  
**Warehouse Technician, Production & Installation Engineer**
  - High responsibility role as a Production Engineer. FOH/Monitor, Lighting, Video Engineer, Camera Operator, Logistics managing. Proven work in the audio industry. Worked with various bands such as Kaiser Chiefs and Don Broco.
  - Use of various software's in depth such as VENU360, Parallels Desktop, OmniGaffle, Avolites Titan One and many more

## Projects

### Space Salvage

<https://www.meta.com/en-gb/experiences/5768528353244808/>

Space Salvage is a darkly comic, 80's sci-fi themed, VR space flight, combat and refuse collection game. Since its launch on the Meta Store on the 2nd of November of 2023, Space Salvage garnered an overall 4.4 star rating on the platform. During the final QA stage with Meta, the game received the praise of being "...It is in spectacular condition, with no outstanding blockers, performance drops, or stability issues...".