Rob Bridgett

Senior Audio Director

rob@robbridgett.com

I am an ambitious and cheerful leader focused on crafting the most exciting experiences in video games. My work extends across a wide variety of game genres on all major platforms. I have 25 years design, implementation and directorial experience; leading teams to achieve excellence in sound, music, dialogue and mixing.

I hold both Canadian and UK citizenship and am a full BAFTA member.

Education

Master's Degree Sound Design for the Moving Image Bournemouth University, UK Sep 1998 - Sep 1999

Bachelor's Degree Film & Television (2:1) Derby University, UK Sep 1993 - Jul 1996

Experience

Senior Manager, Sound PlayStation Canada February 2022 - Present

Senior Audio Director Eidos Montreal (Square Enix) Montreal, Canada May 2015 - February 2022

Producer & Audio Director Clockwork Fox Studios St John's, Canada Jan 2013 - May 2015

Senior Audio Director Radical Entertainment (Activision) Vancouver, Canada Dec 2007 - Jun 2012

Studio Audio Director Swordfish Studios (Vivendi) Birmingham, UK Jun 2007 - Jul 2008

Audio Director Radical Entertainment (Vivendi) Vancouver, Canada Jul 2003 - Jun 2007

Sound Designer / Audio Director Climax Studios Fareham & Nottingham, UK Aug 2001 - Jul 2003

Sound Designer Antenna Audio London, UK Jun 2001 - Aug 2001

Recording Engineer & Sound Designer Matinee Sound and Vision Reading, UK
Jun 2000 - Jul 2001

Selected Credits

Helldivers 2, God of War: Ragnarök, Spider-man 2, Concord, Lego Horizon, Until Dawn, Death Stranding 2, Ghost of Yōtei (as senior manager of sound, Foley and external co-dev audio @ PlayStation CA) (2022-present) Shadow of the Tomb Raider (senior audio director) (2018) Zorbit's Math Adventure Series (producer & audio director) (2013 - 2015)Prototype 2 (senior audio director) (2012) 50 Cent: Blood on the Sand (audio director) (2009) Prototype (sound mixer & cut-scene sound designer) (2009) Crash: Mind Over Mutant (sound mixer) (2008) Timeshift (cut-scene sound designer) (2007) Scarface: The World Is Yours (audio director) (2006) Sudeki (sound designer / director) (2004)

Serious Sam: Next Encounter

(sound designer & composer) (2004)

Vanishing Point (sound designer) (2000)