# ⊗ Xavier Oshinowo

## Sound Designer

*Xavier is a Sound Designer and Audio Engineer passionate about creative and immersive sound systems for video games and other multimedia projects. His expertise lies in sound synthesis, audio implementation, mixing, and music production. Xavier ensures that through his work, he can enhance player's experiences.*

**(416)-465-5199**
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Portfolio
Soundcloud

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## Game Audio Experience

### Sound Designer - Blackwood Game - Apalogue Studios
*2024-Present*

- Provided professional-sounding mixed and mastered audio assets using industry-standard software and implemented audio systems in Unreal Engine via Wwise.
- Was tasked with VO recordings, editing, and implementation.
- Produced five original songs on the soundtrack using FL Studio.
- Work closely with the other creative development teams to bring the game's vision to life.

### Sound Designer - Takoyu Rescue - 828 Studios
*2023-Present*

- Sound-designed sound effects include weapons, character language, UI sounds, and environment.
- Produced four songs on the soundtrack with FL Studio.
- Collaborate closely with other creative development teams to realize the game's vision.

### Freelance Sound Designer
*2022-present*

- Record, edit, and design audio assets such as foley, sound effects, and dialogue.
- Utilize middleware (FMOD and Wwise) to implement audio elements into game engines (Unreal Engine and Unity).
- Collaborate with development teams to align audio assets with the game's creative direction.
- Use version control systems like Github to manage game files.

## Previous Work Experience

### Race Health and Happiness Podcast - Audio Editor and Producer
*2022-2023*

- Produced, recorded, and edited a student series of five episodes in Pro Tools.
- Recorded and edited twenty of the host's episodes in Pro Tools.
- Created, mixed, and produced four branded music tracks for the podcast.
- Setup and recorded one live episode using Zoom recorders, SM58 microphones, and a Mackie 1202VLZ4 Mixer.

### Audio Editor - Tier it Up - Spiritlive
*2021*

- Edited audio assets for this podcast via ProTools.

**Sound Designer - Chronicles of a Black Woman - Toronto Fringe Festival**

*2021*

- Recorded, edited, and designed audio assets such as sound effects, dialogue, music, and foley for this animation via ProTools.
- Worked closely with other creative teams to ensure the producer's creative vision aligned with the audio team.
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## Skills

**DAWs**
Reaper, ProTools, FL Studio
**Middleware**
Wwise, FMOD
**Engines**
Unreal Engine, Unity
**Additional Audio Skills** Sound Synthesis, Multi-Channel Mixing, Spatial Audio, Foley Recording, Dialogue Recording, Music Production, Audio Engineering, Live Event Setup

## Education

**Toronto Metropolitan University, Toronto, ON** Master of Arts in Media Production

Graduated 2024

**Toronto Metropolitan University, Toronto, ON** Bachelor of Arts in Media Production

Graduated 2023 - with Distinction (Concentration in Video Game and Sound Design)

## Awards

2024 - Best Video Game Project - TARA Awards, Toronto Metropolitan University

2023 - Best Scripted Audio Production - TARA Awards, Toronto Metropolitan University

## Activities

**Toronto Metropolitan University Esports** — *Content Creator, Music Producer, and Event Staff (2021-2024)*

**Toronto Metropolitan University Esports Player** — *Overwatch (2021-2023), Apex Legends (2023-2024)*

**Toronto Metropolitan University Music Producers** — Member (2021-2024)

**Overwatch League Summer** Showdown Toronto, ON — Event Staff (2022)

**Overwatch League Grand Finals** Toronto, ON — Event Staff (2023)

**Pokemon Regionals** Toronto, ON — Stream Team Assistant (2022, 2023)

**Campus Carball**, Red Bull Gaming Hub Toronto, ON — Event Staff Manager (2023, 2024)

**Final Kombat** Toronto, ON — Event Staff (2024)

**Community Moderator** — *Kriscord (2021-Present)*