



DIEGO HODGE

Sound Designer / Audio Implementer / Field Recordist / Recording Engineer
Los Angeles, CA, USA

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ABOUT

I'm a versatile sound designer with substantial knowledge and a passion for all things audio. With over 15 years of experience in music and recording technology, I began pursuing sound design in 2021. Initially interested in foley work, I quickly grew interested in sound design, implementation, and game development. I regularly use my own field and foley recordings to design bespoke assets for projects. I have extensive experience in UE blueprint and FMOD, as well as building a solid foundation in Wwise and Unity. There's always room to grow, so I constantly push myself to learn more.

SKILLS

- Sound Design
- Field and Foley Recording
- Mixing/Mastering
- Audio Editing
- Audio Implementation
- Music Composition
- Music Theory
- Reaper DAW
- FMOD Studio
- Unreal Engine 4/5
- iZotope RX
- Unity
- Wwise
- SVN/Github Desktop

WORK EXPERIENCE

DECEMBER 2021 – PRESENT

SOUND DESIGNER/TECHNICAL SOUND DESIGNER, FREELANCE

- Organize foley and field recording sessions to create bespoke audio assets.
- Edit, process, and implement sounds using tools such as Reaper, FMOD, Wwise and Unreal Engine.
- Work with other disciplines implement audio in a way that supports narrative and gameplay.
- Create custom audio systems including music, ambience, adaptive reverb, audio portals and more.

NOVEMBER 2017 – PRESENT

RECORDING ENGINEER/STUDIO OWNER, FREELANCE

- Collaborate with artists as producer, recording engineer and mixing engineer.
- Perform various instruments as needed during recording sessions.
- Assist artists with distribution.
- Build custom instruments, sound treatment, outboard gear, amps, etc.

JULY 2012 – PRESENT

SET LIGHTING TECHNICIAN, FREELANCE

- Maintain/repair lighting equipment and manage inventory.
- Represent the lighting department in communications with other departments.
- Operate incandescent, HMI, and LED lights.

PROJECTS

[DISPATCH – TECHNICAL SOUND DESIGNER](#)

Dispatch is a narrative choice adventure game developed by AdHoc Studio using Unreal Engine and FMOD. I implemented sounds for gameplay and cinematics, implemented music, built custom audio tools in Unreal, designed gameplay sfx and recorded foley.

[SOUND MORPH SINEMATIC WORLDIZED LIBRARY – RECORDIST/SOUND DESIGNER](#)

Soundmorph's Sinematic Worldized library is a collaborative sfx library created by people around the world. For this library I designed several cinematic sounds and then played them back in a large drainage tunnel to capture "worldized" versions of each sound.

[MYTHREALM - SOUND DESIGN/IMPLEMENTATION](#)

Mythrealm is a fantasy 3D platformer/RPG, currently in production using Unreal Engine 4 and FMOD. I am designing bespoke sound effects for medieval weapons, creatures, foley, magic, ambience, and UI. Creating dynamic systems in FMOD and UE4 blueprint that make it efficient and easy to work with audio. I am also providing blueprint support for non-audio systems.

[ASSAULT ON PROXIMA - SOUND DESIGN/IMPLEMENTATION](#)

Assault On Proxima is a multiplayer sci-fi FPS made in Unreal Engine 4. I handled implementation and designed weapons, foley and ambience for this game using UE4 native audio. I also had to ensure that sounds were replicated properly for multiplayer.

[THE SINTELLECT ARC - SOUND DESIGN](#)

The Sintellect Arc is a 3D puzzle game, made with Unity and FMOD, where the player uses a gun-like device to interact with technology in the world. I provided sound effects for the primary device, as well as implementation consultation to help ensure that sounds would playback as expected in game.

EDUCATION

MAY 2012

[ASSOCIATES DEGREE IN MUSIC COMPOSITION](#), COLLEGE OF THE CANYONS

HONORS

- [Airwiggles Audio Creation of The Month November 2022](#)
- [Sound Morph Sound Design Competition 2024 – Exceptional Mention](#)
- [Krotos Studio Blog Feature – April Audio Challenge Week 3 Roundup \(Day 17\)](#)