



PAUL STOUGHTON

Sound Designer / Founder + Director Penguin Grenade

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SWEET JUSTICE

Senior Sound Designer | March 2021 - Present

Sound design and implementation for a variety of interactive experiences.

SKYWALKER SOUND

Audio Lead | March 2017 - October 2020

Sound design, implementation, and audio direction for immersive and interactive experiences. Recently shipped Star Wars: Vader Immortal Episode 1 as Audio Lead.

OCULUS STORY STUDIO / EPIC GAMES

Senior Sound Designer - Freelance | March 2016 - February 2017

Sound design and implementation for virtual reality experiences. Clients include Oculus Story Studio (Dear Angelica) and Epic Games (Robo Recall).

MICROSOFT STUDIOS (343I)

Senior Sound Designer | June 2013 - December 2015

Sound design and implementation for a variety of Xbox titles. Recent including Halo Wars 2, Halo 2 Anniversary, Halo: The Master Chief Collection, Halo: Spartan Assault, Halo: Spartan Strike, and cinematics for Crytek's launch title Ryse: Son of Rome.

LUCASARTS

Associate Sound Designer | October 2011 - June 2013

Majority of the original sound design and implementation for an unannounced FPS title (Star Wars: First Assault), including vehicles, weapons, environments and UI in the Star Wars universe. Sound design support for Star Wars 1313 (unreleased). Fluent in Wwise and Unreal implementation.

ACTIVISION / SLEDGEHAMMER GAMES

Assistant Sound Designer | October 2010 - October 2011

Sound design and implementation for Call of Duty: Modern Warfare 3. Designed, implemented, and scripted unique SFX assets for linear sequences, VFX, animals, UI, and environments.

SONY COMPUTER ENTERTAINMENT AMERICA

Game Audio Intern | June - August 2010

Audio editing, implementation and minor sound design for God of War: Ghosts of Sparta. Assisted with audio production for several AAA titles including Killzone 3 and MLB 2011. Engineered live Mocap VO recording sessions.

ELECTRONIC ARTS / VISCERAL GAMES

Audio Support Engineer | February 2009 - March 2010

Supported 11 sound designers, 3 audio directors, and two audio programmers with software configuring, hardware setup, rig maintenance, and extensive audio troubleshooting. Engineered VO and Foley recording sessions in the central studio. Audio editing, implementation and sound design for Dante's Inferno and Dead Space 2.

EXPRESSION COLLEGE FOR DIGITAL ARTS

Bachelors in Applied Science, Sound Engineering | Salutatorian | April 2009