

# Noa Lothian

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*Game Audio / Post Production Sound Designer*

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## **Shipped Titles:**

### **1047 Games**

- Splitgate: Arena Reloaded (2025)

### **Archetype Entertainment**

- Exodus (2023)

### **343 Industries / Microsoft Game Studios**

- Halo 6: Infinite (2021)
- Halo 5: Guardians (2015)
- Halo 4 (2012)
- Gears of War 3
- Fable 3
- Crackdown 2
- Alan Wake
- Kinectimals
- Toy Soldiers

### **EA Sports / Tiburon**

- Madden 19 (2018)
- Madden 20 (2019)

### **NetherRealm Studios / Warner Brothers**

- Injustice 2 (2018)

### **RedBull TV**

- “Miles Above: Season 2” (2017)

### **Cygames**

- Shadowverse

### **Activision**

- Call of Duty: Advanced Warfare (2014)
- Skylanders: Swap Force (2013)

### **Camouflaj Game Studio**

- République

## **Work Experience:**

### **1047 Games, Remote (May 2023-March 2026)**

- Principal Sound Designer / Implementation
- Crowd Recording/ Editing
- VO Director / Recordist
- Design Lead

### **Archetype Entertainment, Remote (March 2023-Jun 2023)**

- Sound Designer
- Games Assets
- Post Production Audio

### **343 Industries, Microsoft, Remond, WA (Aug 2019-Jan 2023)**

- Sound Designer / Implementation
- Foley Recording/ Editing

### **EA Sports / Tiburon, Microsoft, Orlando, FL (March 2018-July 2019)**

- Sound Designer / Implementation
- Field Recording/ Editing

### **NetherRealm, Warner Brothers, Chicago, IL (Aug 2016-Oct 2017)**

- Sound Designer / Implementation
- Foley Recording/ Editing

### **Red Bull TV, Seattle, WA (May 2016-July 2016)**

- Post Production documentary Sound Designer / Mixer

### **Cygames, Tokyo, Japan (March 2016-May 2016)**

- Sound Designer

### **343 Industries, Microsoft, Kirkland, WA (Dec 2014-Nov 2015)**

- Sound Designer / Implementation
- Location Recording/ Editing

### **Sledgehammer Games, Activision, Foster City, CA (Oct 2013-Nov 2014)**

- Sound Designer
- Audio Implementation

### **Camouflaj Game Studio, Bellevue, WA (Aug 2013-Oct 2013)**

- Sound Designer
- Audio Implementation

### **Technicolor Game Studio, Burbank, CA (May 2013-July 2013)**

- Sound Designer
- Foley Editor

### **343 Industries, Microsoft, Kirkland, WA (May 2011-Oct 2012)**

- Sound Designer / Implementation
- Location Recording/ Editing
- Cinematic Sound Supervisor

**Microsoft Game Studios, Redmond, WA (Nov 2009-Nov 2011)**

- Sound Designer
- VO/Dialog Recordist

**Education:**

**Vancouver Film School, April 2007 – April 2008**

- Sound Design for Visual Media
- Educated in the culture and workflow of a Post Production / Game Audio / Sound Design studio.