

Noa Lothian

Game Audio / Post Production Sound Designer

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Shipped Titles:

1047 Games

- Empulse (2026)
- 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-July 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.