Oliver Jennings

Sound Designer/ Technical Sound Designer

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https://linktr.ee/OliverJenningsAudio

Education

BSc Music Composition and Technology for Film and Games with a Year Aborad,
University of Herfordshire
2022 – 2026 | Hatfield, UK
Upper Second Class: 2.1

Study Abroad Year,
Howest University of Applied Sciences
2024 – 2025 | Kortrijk, BE
Game Sound Intergration

UAL Extended Diploma Level 3 Music Performance and Production,
Abingdon and Witney College
2020 – 2022
Merit

Software Skills

- Unity (C#)
- Unreal (Blueprints)
- Godot
- WWise
- FMOD Studio
- Reaper
- C++
- Max
- Fender Studio Pro
- Logic Pro

Creative Skills

- Game Audio
- Sound Design
- Foley
- Music Composition
- Music Production

Selected Projects

Ni'aH: Trials of the past, *Student Game Project*
2026
Ni'ah is a third-person, story and traversal-based adventure set in the Cambodian jungle.
- Using UE5 and FMOD
- Role: Audio - Sound Design, Audio Implementation (Blueprint scripting and FMOD), VO Recording/Editing

The Lift Man, *For the GMTK Game Jam*
2026
Lift' Em Up(and Down!) Control the Elevator in a very unusual hotel
- Using Unity and FMOD
- Role: Technical Sound Designer - Sound Design, Audio Implementation(C# scripting, FMOD)

Planet speedrunning,
For The Very Serious Juniper Dev Game Jam
2026
Christmas comes once a year, spin the planet faster to change that
- Role: Music, Aditional sound design

Work Experience

Study Abroad Ambassador,
University of Herfordshire
09/2025 – 06/2026 | Hatfield, UK

- Represented the study abroad program by promoting opportunities to current and prospective students
- Coordinated and delivered informational events in collaboration with student ambassadors
- Advised prospective students using personal experience to address questions about studying abroad

Interests

- Playing Guitar and Piano
- Photography
- History
- Listening to music and going to Concerts