

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 Abroad,

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, Additional 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