

Nadia VanDriest

Sound Designer

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PROJECT EXPERIENCE

Marathon - *Senior Audio Designer* - 2026

Destiny 2 - *Associate Sound Designer*

-The Final Shape - 2024

-Into the Light - 2024

-Lightfall - 2023

-Seasons 19-25 - 2023, 24

Welcome Week - *Foley Artist* - 2024

Smoothie Heist - *Sound Effects Editor* - 2022

Tea Dragons - *Sound Supervisor* - 2022

Tag Team - *Sound Supervisor* - 2022

The House Where They Dwell - *Sound Designer* - 2021

Hex Limit - *Supervising Sound Editor* - 2021

Meant For You - *Sound Effects Editor* - 2021

Wander - *Sound Effects Editor* - 2021

EDUCATION

Savannah College of Art and Design (SCAD)

B.F.A. in Sound Design - Graduated June 2022

-Music Production Minor

-Summa Cum Laude, 4.0 GPA

EMPLOYMENT

Bungie, Inc.

-Senior Audio Designer - May 2025 to Present

-Audio Designer - April 2024 to May 2025

-Associate Sound Designer - July 2022 to April 2024

-Defined ambient sound palette for a brand new game project

-Designed hundreds of audio assets for countless game objects

-Implement sounds in Wwise and in proprietary toolsets

-Bring game spaces to life with immersive audio ambience

-Work cleanly and efficiently within 2 week sprints

-Optimized vignette workflow to complete 5 in one day

StoryBrand

-Podcast Editor - June 2021 to Aug 2021

-Organize, edit, and process over 20 episodes of the podcast

-Assist with recording sessions for optimal recorded sound quality

-Turn over deliverables in a rapid same day turnaround time

SKILLS

Implementation
Sound Editing
Sound Design
Wwise
Reaper
Ableton Live
ProTools
Unreal Engine
Foley Performance
Adobe Suite
Improvisation
Organization
Leadership

AWARDS

Siren by the Sea:

Best Film

Smoothie Heist - 2022

TIFF ODA:

Official Selection

Tea Dragons - 2022

Red Dot Award:

Best Sound Design

Meant For You - 2021

LA Animation Fest:

Best Character Short

Wander - 2021

References

Available on request