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SKILLS

Game Engine & Middleware

Unity | Unreal Engine 4 | Unreal Engine 5 | Wwise | MetaSounds

Audio Production

Reaper | ProTools | Ableton | Logic

Audio Programming

C# | Unreal Blueprints | Max / MSP | Python

Audio Plugins

iZotope | Soundminer | Waves | FabFilter | Serum | FM8 | MassiveX | Native Instruments

Recording and Sound Design

Foley | Studio Recording & Mixing | Field Recording & Sample Editing | Dialogue Editing | Digital & Modular Synthesis | Microphone Techniques | Music Production & Composition

Project Management & Source Control

JIRA | Perforce | Hammer | MS Teams | Github | Notion

PROJECT EXPERIENCE

Wreck Runners (2026) | Disruptive Games (Sound Design and Music Design/Composition)

https://store.steampowered.com/app/1473960/Wreck_Runners/

Supervive (2024) | Theocracy Games (Sound Design and Music Design/Composition)

<https://store.steampowered.com/app/1283700/SUPERVIVE/>

Marvel's Wolverine for PS5 (2023) | Insomniac Games (Sound Design)

<https://insomniac.games/game/marvels-wolverine/>

Marvel's Spider-Man 2 for PS5 (2023) | Insomniac Games (Sound Design)

<https://insomniac.games/game/marvels-spider-man-2/>

PROFESSIONAL EXPERIENCE

Lead Sound Designer, Lead Music Designer/Composer (Contract, Full Time) | Disruptive Games

(September 2025 - Present)

- Leading the sound design, implementation, and defining audio vision for our new co-op title Wreck Runners
- Leading the music design, composition, implementation, and defining musical vision
- Implemented audio and music directly in Unreal Engine 5 using Blueprints and Metasounds
- Held meetings and collaborated with a remote team of 15+ people as the sole audio team member
- Collaborated with external marketing teams to deliver high quality audio and assets for trailers, promo videos, & social media
- Delivered a final shipping build for public release that met all standard audio requirements

Sound Designer, Lead Music Designer/Composer (Contract, Full Time) | Theocracy Games

(September 2024 - March 2025)

- Sound design, implementation, ideation, and defining audio vision for Supervive (MOBA/BR) in Unreal Engine 5 (creatures, UI, interactables, etc.)
- Music design, composition, and defining musical vision for the game
- Enhanced and implemented audio effects in Unreal Engine 5 using various dynamic and adaptive tools, such as Wwise.
- Effective remote collaboration with a team of 70+ people, including departments such as Animation, Narrative, and VFX.
- Ensure seamless integration of audio and music assets and align them with gameplay mechanics for a cohesive player experience.
- Meeting regular milestone goals and deadlines for deliverables over the course of the project

Audio Design Intern (Contract, Full Time) | Disruptive Games

(January 2024 - April 2024)

- Sound design, implementation, ideation, and defining audio vision for a new AAA multiplayer IP in Unreal Engine 5.
- Enhanced audio effects in Unreal Engine 5 using various dynamic and adaptive tools, such as MetaSounds.
- Effective remote collaboration with a team of 60+ people, including departments such as Animation, Narrative, and VFX.
- Ensure seamless integration of audio assets and align them with gameplay mechanics for a cohesive player experience.
- Meeting regular milestone goals and deadlines for deliverables over the course of the project while receiving mentorship and feedback from senior employees

Audio Design Intern (Contract, Full Time) | Insomniac Games at Sony Playstation

(June 2023 - October 2023)

- Sound design, implementation, ideation, and defining audio vision for Marvel's Wolverine and Spider-Man 2 for PS5
- Enhanced audio effects using various dynamic and adaptive techniques with Wwise and proprietary game engine tools.
- Effective remote collaboration with a team of 100+ people, including departments such as Animation, Narrative, and VFX.
- Ensure seamless integration of audio assets and align them with gameplay mechanics for a cohesive player experience.
- Meeting regular milestone goals and deadlines for deliverables over the course of the project while receiving mentorship and feedback from senior employees.

EDUCATION

BA in Electronic Production & Design | Berklee College of Music (September 2019 - May 2023)

- GPA: 3.88 | Sound Design for Video Games Endowed Scholarship (2022) | Dean's List (2019-2023)