

Joanna Orland

Sound - Education - Culture

joanna.orland@gmail.com

www.joannaorland.com

Experience

- Jul 07-Present **SUPERVISING SOUND DESIGNER** SONY INTERACTIVE ENTERTAINMENT
Permanent position at Sony's London Studio, leading the sound design team and the audio vision of PlayStation projects. Have worked on VR & AR projects, games, demos and trailers.
- Jan 16-Feb 16 **SPECIAL LECTURER** UNIVERSITY OF THE ARTS LONDON, LCC
Lecturer and module leader for the Game Audio Elective in the BA Sound Arts & Design course at the UAL, as part of the London College of Communication.
- Sep 14-Present **STEM AMBASSADOR** STEM
Volunteer position to encourage youth to pursue STEM subjects and careers, in association with Ukie VGA and BAFTA Give Something Back programmes.
- Mar 09-Present **LECTURER** VARIOUS INDUSTRY EVENTS
Regular speaker at various industry events including The School of Sound, GDC, Develop and AES. A detailed list is available at www.joannaorland.com.
- Sep 06-Present **GUEST LECTURER** VARIOUS ACADEMIC INSTITUTIONS
Annually perform lectures on Sound Design at various schools including The University of Westminster, CM Sounds, BIMM and The Institute of Contemporary Music Performance.
- Feb 05-Jul 07 **SOUND DESIGNER** EA / CRITERION GAMES
Permanent position working on the sound design and implementation for FPS game BLACK and the Burnout franchise.
- Nov 05-Present **LOOSE LIPS: CHERRY-PICKED POP CULTURE** WWW.LOOSE-LIPS.COM
Producer, editor, and journalist for independent London-based pop culture web site.
- Feb 04-Jun 06 **MODULE LEADER, VISITING LECTURER** UNIVERSITY OF WESTMINSTER
Lecturer and module leader for the Interactive Design module in the MA Audio Production course at the University of Westminster.
- Sept 00-Sept 04 **FRONT OF HOUSE ASSISTANT** TORONTO INTERNATIONAL FILM FESTIVAL
Worked Front of House at the Elgin Theatre during the annual TIFF. Previously acted as Volunteer Captain, a liaison between staff and volunteers.
- Aug 03-Sept 03 **SOUND ENGINEER** MATTHEW JAY / REEL BIG FISH
Engineered and co-produced songs for acclaimed singer-songwriter Matthew Jay. Co-produced one song with members of platinum-selling band Reel Big Fish.
- Jan 02-Apr 02 **MULTIMEDIA DEVELOPER** SONIC UNYON RECORDS
Worked with team of 5 to produce web site, EPK and video for Canadian record label.
- Sept 00-Apr 01 **REMEDY AT THE REVERB** CANADIAN CANCER SOCIETY
Co-organizer of benefit concert that raised funds for the Canadian Cancer Society.
- May 00-Aug 00 **THE YOUNG & THE RESTLESS** CBS STUDIOS
Work placement on Emmy Award winning Soap Opera at CBS Studios in Los Angeles.
- May 99-Dec 99 **MEDIA RELATIONS** SONY MUSIC CANADA
Work placement creating press kits, writing media releases, and handling press & artists.
- Jan 98-Apr 01 **SPIRITLIVE.NET** RYERSON UNIVERSITY
Technical producer for University Internet radio station. Produced and hosted radio programme that featured interviews and performances from top international musicians.

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Awards and Distinctions

MCV Top 100 Women In Games

Named as one of the MCV Top 100 Women in Games in 2013 and 2015.

Inspiring Women in the Arts, in partnership with BAFTA

1 of 150 women invited to take part in the 2015 Inspiring Women in the Arts event at the Tate Modern.

Ukie Video Game Ambassador

Became a Video Game Ambassador for Ukie in 2014. VGA appearances include the 2016 Ukie Careers Bar at EGX Rezzed, the 2014 EGX Conference presenting *A Career in Game Audio* and the *Go 8-Bit* Careers Panel.

BAFTA Jury

BAFTA Games Awards Jury member for Music (2016), Audio Achievement (2012, 2015) and Best Game (2014).

School of Sound Speaker

Speaker at the renowned School of Sound International Symposium in April 2015.

AES Keynote Speaker

Selected as the 2015 keynote speaker for the AES 56th Conference on Audio for Games.

GDC Speaker

Presented talks *Getting Buy-In: How to Give Your Game Audio Style* (2015), *Atmospheric Audio in God of War 3* (2011) and *Bringing Ambience To The Foreground: Enhancing Emotion Through Ambient Sound Design* (2009).

Develop Award Nominee

Sound Design nominations for PlayStation VR Worlds (2017), *Book of Potions* (2014) & *Burnout Paradise* (2008).

Develop Award Winner

Winner of Audio Accomplishment Award for *Wonderbook: Book of Spells* (2013), Best Art & Sound jointly for *BLACK* and *Burnout Revenge* (2006).

Develop Speaker

Co-presented *Sound and Music: Best Friends Forever – Communication and Influence for Better Results* (2013).

Tiga Awards Nominee

Nominated for Tiga Award for Audio Design for both *Wonderbook: Book of Spells* and *Diggs Nightcrawler* (2013).

BAFTA Nominee

Nominated for BAFTA Award for Best Audio for FPS game *BLACK* (2006).

IGN Awards Winner

Won distinction for Best Use of Sound for *BLACK* (2006).

Music and Sound Awards (MAS) Jury

Jury Member for the UK Awards in the Sound Design in Gaming category (2013 and 2015).

SensoriaPro 2014 Panelist

Participated in the SensoriaPro *Sound Design for Games* panel moderated by John Broomhall.

Europrix Top Talent Award Jury

Jury member for the 2004 multimedia competition based in Salzburg, Austria.

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Credits

GAMES:

PlayStation VR Worlds (PS4)
Singstar (PS4)
Wonderbook: Book of Potions (PS3)
Diggs Nightcrawler (PS3)
Wonderbook: Book of Spells (PS3)
God Of War 3 (PS3)
Eyepet (PS3)
PlayStation Home (PS3)
Burnout Paradise (X360, PS3)
Need for Speed Carbon (X360, PS3)
BLACK (Xbox, PS2)
Burnout Revenge (Xbox, PS2, X360)

FILMS:

Two & Two (Audio Direction, Additional Sound) [*BAFTA 2012 Nomination: Best Short Film*]

GAME TRAILERS:

Resistance Burning Skies
Resistance 3
Escape Plan
Resistance PSP
Resistance 2 – Twisted History
Eyepet
Killzone 2

Education

University of Westminster: MA Audio Production

Sheridan College: PGC Interactive Multimedia

Ryerson University: BAA Radio & Television Arts

Memberships

Women in Film and Television

Member of WFTV since 2015.

BAFTA

Member of BAFTA since 2012.