



Grant Johnson

Sound Designer for Games

Dedicated and knowledgeable sound designer with game design and programming experience. Strong music production and audio engineering background. Loves a challenge.



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www.GrantJohnsonGameAudio.com



[Grant Johnson LinkedIn](#)



817-223-4096



Los Angeles CA

Software Skills:

Game Engines
Audio Middleware
DAWs
Scripting
Version Control
Batch Processing
Project Management

Interests:

Rock Climbing
Songwriting
Electronics
Game Dev
Cooking

Organizations:

Glitch City
Museum of Human
Achievement
Soldier Songs and Voices
Home Street Music

Experience:

Everi / IGT - Audio Designer IV 2022-Present

- PROJECTS* - Stellar Bounties, Good Ol' Fishing Hole
- Music composition and sound design.
 - Designed audio debug tool with core lib team.
 - Process wiki documentation, game optimization, archiving.
 - New hire onboarding materials and training.
 - Ported around 30 games to digital format.
 - Mentor and participant in multiple company game jams.

Freelance Game Audio 2021-Present

- PROJECT* - Logic Bullet
- FMOD System Implementation and Design.
 - Created several in game interactive audio systems.
- PROJECT* - Thayer's Quest 2025
- Noise reduction and remastering laser disc audio for mobile.
- PROJECT* - Thalassophobia 2022
- Music composition and sound design.

Freelance Producer/Audio Engineer; Austin TX 2008-2022

PROJECTS - Ed Sheeran, Third Eye Blind, Counting Crows, Coheed and Cambria

[DiscogsCreditsLink](#)

Education:

Austin Community College 2020 - 2022

- AAS in Game Design Specialization.
- Officer in Game Dev Club.

Church House Recording Studio Internship 2007-2009 Media Tech Institute for Recording Arts 2006-2007