

JASON BOWERS

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Passionate sound designer with 16+ years of experience shaping the sound of beloved franchises like Crash Bandicoot, Spyro, and Skylanders, and helping bring new IPs like Invincible VS and Immortals Of Aveum from early prototype to ship. I feel so fortunate to have end-to-end audio experience, from early creative vision and system design through implementation, optimization, and final ship, building the tools and pipelines each game needs along the way.

EXPERIENCE

Quarter Up/Skybound

2023 - 2026

Invincible VS | Senior Sound Designer

2026 | PS5/XSX/PC | Wwise/Unreal 5

- Owned every aspect of the game's audio as the studio's sole audio hire
- Built the Wwise project and audio systems from the ground up
- Defined the audio vision and sonic style for the game from day one
- Directed a network of contractors — an external sound designer, composers, casting directors, and voice recording studios — to execute that vision
- Tackled the particular challenge of fighting-game audio, where every hit lands front and center with nowhere to hide
- Kept the game's sound faithful to the sonic identity the source TV show had already established

Ascendant Studios

2021 - 2023

Immortals Of Aveum | Senior Sound Designer

2023 | PS5/XSX/PC | Wwise/Unreal 5

- Designed and implemented audio for all playable characters, NPCs, enemies, environments, and UI
- Partnered with engineering to build VO pipelines, cinematic audio pipelines, music systems, and other core audio tools
- Built the Wwise project from scratch, with full documentation to bring the rest of the audio team up to speed
- Collaborated with external sound groups to help finalize the game

Toys For Bob

2009 - 2021

Crash Team Rumble | Senior Technical Sound Designer

2023 | PS5/PS5/XSX/X1 | Wwise/Unreal 4

- Designed multiplayer combat audio for the full cast of characters, with sound built to read clearly in fast, chaotic matches
- Helped adapt the studio's audio systems to handle multiplayer scenarios they weren't originally built for

Crash Bandicoot 4: It's About Time | Senior Technical Sound Designer

2020 | PS4/X1/Switch/XSX/PS5/PC | Wwise/Unreal 4

- Designed and implemented character audio, ambience, and level sound for the full game, plus voiced sound sets for 70+ enemies

- Partnered with engineering to build VO pipelines and various audio systems
- Built the game's audio systems in Wwise and Unreal, optimizing for PS5 and Xbox Series X alongside older-gen platforms

Spyro Reignited Trilogy | Senior Technical Sound Designer

2018 | *PS4/X1/Switch/PC | Wwise/Unreal 4*

- Rebuilt or faithfully re-designed the iconic sound of the original Spyro trilogy for a new generation
- Designed character, ambience, and level audio across 80+ levels, with unique voiced sound sets for 100+ enemies
- Built the game's audio systems in Wwise and Unreal
- Collaborated with an external studio and their contractors to help carry the third game to completion

Skylanders: Imaginators, Trap Team, Giants, and Spyro's Adventure | Associate/Sound Designer

2011 - 2016 | *PS3/Xbox 360/Wii/WiiU/PS4/X1/Switch/PC/OSX/Android/IOS | Proprietary Engines*

- Designed and integrated sound for characters, enemies, levels, and cinematics across four Skylanders titles, working across several proprietary toolsets
- Coordinated with outside contractors and sound designers to keep audio quality consistent across a growing franchise
- Helped build the proprietary audio engine for Imaginators
- Created systems for and designed audio for Trap Team's speaker-equipped peripheral — an unusual constraint to design around

EDUCATION

Ex'pression College For Digital Arts | Bachelor of Applied Science in Sound Arts

2009