

Clint Wagoner

Audio Lead | Post-Production and AI Audio

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PROFILE

Audio lead and post-production engineer with 15+ years in film, television, music, and games. Currently on contract with Meta doing creative sound design for an AI audio project. Experienced in dialogue editing and cleanup, mixing and mastering, working directly with clients, and running a small audio team. BSc in Audio Arts.

SKILLS

Voice and Dialogue: Dialogue and vocalization editing, ADR, cleanup and restoration, creature voice design, critical listening

Post-Production: Sound design, foley, field and location recording, mixing and mastering, audio QA

AI Audio: Creative audio for AI training, asset logging and metadata, delivery specs

Tools: Reaper, Pro Tools, Ableton, iZotope RX, Native Instruments

Leadership: Team leadership, task delegation, scheduling, training, technical documentation, client delivery

Tech: Wwise, Unreal Engine 5, Unity, C#, C++, Git

EXPERIENCE

Sound Designer (Contract)

06/2026 – Present

Meta, via Insight Global | Remote

- Creative sound design for an AI audio project (NDA)
- Original sound effects built from scratch, edited and mixed to delivery spec
- Critical listening and quality checks on every asset before handoff
- Contract extended month to month based on the work

Audio Lead

2023 – Present

Astral Clocktower Studios | Remote

- Owned all of the audio on Kristala, a UE5 / Wwise dark-fantasy ARPG released April 2026 on PC, PlayStation, and Xbox
- Led a two-person sound team (sound designer and composer), delegating tasks and managing schedules
- Edited 2,700+ dialogue and vocalization lines and designed creature voices
- Edited the official launch trailer
- Built and deployed the core audio pipeline from the ground up
- Credited in-game and on the Steam store page

Production Sound Engineer

2015 – 2020

Magic Production Group / MPN Global | Dallas, TX

- Lead sound engineer for multiple television shows and live events
- Sound stage setup, set capture, and on-location mixing
- Foley, sound design, post-production, and final mix/master for every show

Media Contractor

2010 – 2022

Audio Physics Productions, LLC

- Film, TV, music, and game audio for narrative, interactive, corporate, and new media clients
- Recording engineer on South Park, "Hummels & Heroin" (Comedy Central) for Killer Mike's "They Got Me Locked Up In Here"
- Sound mixer, recordist, and sound design on American Warriors: Lt. General David Bellon
- Mixing and mastering clients include Timbaland, Dallas Cowboys, Harley-Davidson, Marriott, and Fox Business

EDUCATION & CERTIFICATIONS

BSc, Audio Arts (Music Concentration): Full Sail University, 2015

Professional Game Developer Program: GameDev.HQ, 2023

Certifications: Wwise Certified End User, Game Audio 101 / 201 / 301 (Wwise implementation), Unity Essentials Pathway, C++ Fundamentals, Computer Science 101