Clint Wagoner

Sound Designer | Audio Lead

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PROFILE

Sound designer and audio lead with 15+ years in film, television, and games. Currently a Sound Designer on contract at Meta, and Audio Lead on Kristala, a dark-fantasy ARPG built in Unreal Engine 5 and Wwise and released on PC, PlayStation, and Xbox. Experienced from field recording through implementation and final mix. Wwise certified, BSc in Audio Arts.

SKILLS

Audio: Sound design, foley, field and location recording, editing, mixing and mastering, critical listening, audio QA

Game Audio: Wwise, FMOD, Unreal Engine 5 (Blueprints), Unity (incl. VR coursework), interactive music

Code: C#, C++, Git / SCM

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

Leadership: Audio pipeline development, asset management, task delegation, sprint scheduling, technical documentation

EXPERIENCE

Sound Designer 06/2026 – Present

Meta, via Insight Global | Remote | Contract

- Creative sound design for an undisclosed 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 | Part-time since launch (April 2026)

- Owned all of the audio on Kristala, a UE5 / Wwise dark-fantasy ARPG released April 2026 on PC, PlayStation, and Xbox
- Built and deployed the core audio pipeline from the ground up
- Interactive music and non-linear cue setup
- Led a two-person sound team (sound designer and composer), delegating tasks and managing schedules
- Managed asset memory budgets, optimized and debugged the sound engine
- 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

- Recording engineer on South Park, "Hummels & Heroin", 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

PERSONAL PROJECTS

Games and Dev Articles 2023 – Present

redrookinteractive.itch.io | medium.com/@cwagoner78

- Blasteroids (Unity, C#): homing missiles, enemy AI that dodges and rams, smart power-up spawning, tractor beam
- Wrote a 10+ part tutorial series on Medium walking through each feature
- VR development in Unity through the GameDev.HQ program (coursework); Meta Quest 2 on hand for testing

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