

Isabella Ness, Senior Sound Designer and VO Systems Design
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Senior Dialogue Designer, Sanzaru Games (Meta Properties) - Remote (South TX) - November 2022 to January 2026

Designed and Built Master Script Pipeline: Managed all dialogue assets, localization, and subtitle systems by building a master script pipeline which automated text-to-speech .wav file generation to achieve full parity between writers, narrative, and level design.

Accelerated VO Asset Turnaround: Leveraged large language models to create placeholder files directly from approved scripts, which got dialogue assets in engine as soon as 2 hours after approval. Ensured all story teams (writing, design, animation, engineering) could reference and build from the same master script.

Wrote and Prepared Scripts for Designers and Actors: Wrote dialogue for systemic gameplay and cinematics in immersive, narrative-forward action games, and prepared, delivered, and archived all session files, reference materials, and scripts for live actor sessions in-booth and on motion capture stages.

Key Projects:

Project Erebus (unreleased)

- ❖ Pivoted cleanly to Erebus after another team handed off; a prominent IP with nearly 100 years of history.
- ❖ Developed an original story closely with the IP owner to ensure continuity with in-universe plotlines.
- ❖ Wrote, organized, and implemented over 6000 lines of dialog (2000+ recorded by actors in session).

Asgard's Wrath II (Oculus Studios)

- ❖ Repaired & maintained an existing dialogue system fragmented across Unreal, FMOD, and other proprietary tools to make it documentable, and more easily integrated with gameplay systems.
- ❖ Created a constructed language (conlang) for worldbuilding, with full grammar and guide for actors.

Senior Sound Designer & Producer, Team Audio - Austin, TX - March 2019 to November 2022

Broad Scope of Control: Supported numerous AAA and independent developers across a wide range of projects for console and PC. Mixed and mastered dialogue and foley for several Sony properties, directed talent in both commercial and narrative recording sessions for a live service title, and designed audio assets for games across the stylistic and genre spectrum.

Key Projects:

Star Wars: Knights of the Old Republic Remake (unreleased) - Sound Designer

Death Stranding (Kojima Productions / Sony Interactive) - Cinematic Mixer

Brawlhalla (Blue Mammoth Games / Ubisoft) - Sound Designer & Producer

Samurai Jack: Battle Through Time (Soleil / Adult Swim Games) - Producer

Sound Designer & Mixer, Three Seas, Inc. / Clean Cuts - Washington, DC- June 2016 to March 2019

Firm Foundations: Engineered and directed voice talent in ADR sessions with full setup, podcast and audiobook recordings, and remote/SDN sessions. Designed and mixed music, SFX, Foley, and dialogue for film, television, radio/ad, and interactive.

Key Projects:

Spyro Reignited: Year of the Dragon (Toys For Bob / Activision) - Lead Sound Designer

Asgard's Wrath (Sanzaru Games / Oculus Studios) - Sound Designer

Assassin's Creed Odyssey (Ubisoft) - ADR Engineer

NBA 2K17 & 18 (2K Sports / Visual Concepts) - Dialogue Mastering & Cinematic Design

Education

Bachelor of Music - Composition & Computer Synthesis (Boyer College of Music & Dance, cum laude)
Temple University, Philadelphia, PA

Software Proficiencies

Wwise, FMOD, Perforce, UGS, Unreal, Unity, Lumberyard, RPGMaker, Bitsy, Twine, Reaper, Pro Tools, Maya, Final Cut, Fad In, XenoVox, basic Python

Auxiliary Skills

- ➔ Published author with 2 original novels in print under Penguin Random House
- ➔ Restorative sound & video editing
- ➔ Advanced vocal training (mezzo soprano & character work)
- ➔ Proficiency with most keyboard instruments & acoustic guitar

References available upon request.