Jack Ridley
Audio Programmer

ridley.jj@outlook.com
www.jjridley.com
github.com/ridleyjj

Software Engineer with a focus on **interactive audio**, **video games** and **DSP**.
Currently based in **Glasgow, Scotland** with native proficiency in **English** and DELF B2 certificate in **French**.

Education

MSc Sound Design 1st University of Edinburgh | **BA (Hons) Drama** 2:1 Queen Mary University of London

Relevant Technical Skills

- C++
- C#
- Unity
- Unreal Engine
- Wwise
- Git
- Perforce
- DSP
- JUCE Framework
- Max/MSP & PureData
- CI/CD (Jenkins)
- Python
- TypeScript
- JavaScript
- Java
- Docker

Experience

Audio Programmer - **Scars of Honor with Beast Burst Entertainment (Remote)** March 2026 - present

> Sole Audio Programmer working on the MMORPG *Scars of Honor*.
>
> - Owned all **Audio technical implementation** in **Unity** and **Wwise** for the game.
> - Developed **systems** such as water ambiences, voice over, and voice chat from scratch in **C#**.
> - Optimised Audio Objects and Voice Management.
> - Created **custom tools** using C# and **Python** to automate processes in both Unity and Wwise.

Senior Software Engineer - **Accolite Digital - Morgan Stanley (Glasgow)** 2022 - 2026

> Full-time consultant at Morgan Stanley. Full-stack engineer working on Web Applications and SaaS solutions.
>
> - Worked extensively on API design with **Java** (SpringBoot) projects.
> - Led UI/UX for multiple projects, from design to implmentation - **TypeScript** (Angular)
> - Implemented **CI/CD pipelines** using Jenkins for **automated builds and tests**.

Sound Designer & Audio Developer - **Freelance** 2018 - 2022

> Recording, editing, and implementing audio for **theatre**, **interactive installations** and **audio books**.
>
> - Worked as Sound Designer for Artist **Stacey Makishi**, and theatre company **Just Add Milk**
> - Won IBPA **Benjamin Franklin Gold Award 2022**, Audiobook: Fiction for *Brilliant White Peaks* (Editor and Narrator)

Notable Projects

Multi Fader Drone Audio Plugin - https://github.com/ridleyjj/MultiFaderDrone

> - **C++** synth plugin using **JUCE**, with 2–100 oscillators and real-time DSP visualisation.

Sonic Gestures: Investigating Joy in Physical Sound Interactions - https://jjridley.com/leapmotion

> - Developed a LeapMotion hand tracking to **Max/MSP** interface using Unity and OSC.
> - Designed 11 hand-controlled sound interactions exploring intuition vs. expressivity