

RUDY DURO - Senior Audio Designer

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Senior Audio Designer with AAA experience on the Call of Duty franchise, currently at Beenox (Activision Blizzard King).
Specialized in gameplay-driven sound design, dialogue, and audio implementation within complex proprietary pipelines.
Strong cross-studio collaboration and proven delivery under tight production and performance constraints.

PROFESSIONAL EXPERIENCES

Senior Audio Designer | BEENOX - Activision Blizzard King (Montréal - Canada) | 01/2022 - Present

- Ownership of sound design and audio implementation for Beenox-created MTX content across multiple Call of Duty titles, from initial concept to final in-game validation
- Designed and brought to life the soundscape of multiplayer and Warzone maps
- Provided dedicated dialogue support under performance and localization constraints
- Implemented and maintained audio features using proprietary in-house tools within large-scale AAA production environments
- Collaborated closely with design teams to align gameplay systems and audio behaviors
- Balanced creative intent, performance budgets, and production constraints under tight delivery schedules

Credits: Call of Duty®: Black Ops 7 | Black Ops 6 | Modern Warfare 3 | Modern Warfare 2 | Warzone | Warzone Mobile

Audio Designer | LA HACIENDA CREATIVE (Montréal - Canada) | 03/2021 – 12/2021

- Sound design and audio implementation for games, VR experiences, and trailers
- Optimized sound assets for mobile and performance-constrained platforms
- Managed audio production pipelines from concept to final delivery
- Conducted studio and field recording sessions

Credits: Transformers®: Beyond Reality | Matchpoint®: Tennis Championships | Fortnite® Trailer | Ciel à Outrance

Audio Designer | WANADEV STUDIO (Lyon - France) | 11/2019 – 09/2020

- Sound design and implementation for VR games
- Managed game audio production pipelines
- Voice-over recording

Credits: Ragnaröck® | Aqualia, Trésors des Mers®

Additional Experience

BLACK VISION – Composer (TV Series) / UBISOFT IVORY TOWER – Audio Assistant (The Crew® 2) / RYSEUP STUDIO – Audio Designer (Roboquest®)

SKILLS

- Sound Design (Gameplay, MTX, Environmental, Dialogue, UI, Ambiances...)
- Dialogue / VO / ADR
- Audio Implementation (In-engine) : Proprietary in-house tools, Wwise, Unreal Engine
- Game Audio Systems
- Proprietary Audio Tools
- Audio Optimization & Performance Budgets
- Recording (Studio & Field, Foley, custom assets)
- Game Audio Production Pipelines
- Cross-disciplinary Collaboration
- Interactive Music & Music Composition
- DAWs : Reaper, Cubase, Logic Pro
- Production Pipelines & Tools: JIRA, Perforce, Excel

AWARDS & NOMINATIONS

- Motion Picture Sound Editors - **Call of Duty Modern Warfare 3** - Dialogue/ADR
- Motion Picture Sound Editors - **Call of Duty Modern Warfare 2** - Effect / Foley
- Ping Awards 2018 - **The Crew 2** - Best Sports Game
- Multi Award Winner **Ousmane** - Best Drama, Best Short, Best Narrative

LANGUAGES

French : Native
English : Advanced
Spanish : Advanced
Japanese: Basic

EDUCATION

- Master's Degree – Film Scoring & Game Audio
- University Lumière Lyon II / University of Montreal
- Certification – Film Scoring : Music Academy International, France