

SAMANTHA SCHELLENBERG

USA | Remote

Sound designer specializing in SFX recording/editing and foley for Game Audio and Post-Production teams. Lover of all things fantasy adventure.



SKILLS & HIGHLIGHTS

- Protocols
- Adobe Suite, Audition, Reaper
- Wwise, Unity
- Jira, Slack, Monday, Perforce
- Team Player
- Open Minded
- Adept Remote Workflow

EDUCATION

UNC School of the Arts
BFA in Film Editing/Sound

CONTACT

 schllnbrgs@gmail.com

 schellenbergsounddesign.com

LinkedIn

www.linkedin.com/in/samantha-schellenberg-a74200273



GAME HISTORY

Grimoire Groves — Lead Sound Designer | Mar 2025

steampowered.com/app/1830430/Grimoire_Groves/

Partnered with game director to define sound direction and SFX scope and design style. Recorded, sourced, and edited all SFX; supported trailer/marketing mixes; coordinated with implementation.

Lucen — Lead Sound Designer | TBA

<https://www.youtube.com/watch?v=SPQ59vxrurl>

Worked closely with the game director to craft immersive fantasy soundscape; SFX scope for ambience, UI, and dialogue edit. Recorded/sourced/edited SFX; collaborated closely with composer.

Adore — Creature SFX Artist | Aug 2023

steampowered.com/app/1074620/Adore/

Designed and delivered creature SFX; recorded/sourced/edited assets.

WORK EXPERIENCE

Kibeam Learning — Audio Lead | 2023–Present

Audio lead for high-volume children's interactive pipeline: SFX, dialogue edit, narration/underscore mixes. Assisting head of department, coordinate schedules/handoffs with composers and subcontractors; interdisciplinary collaboration.

ATX Audio Post — Foley Artist | 2019–2024

Spotted foley with re-recording mixer; remotely performed/recorded clean, in-sync footsteps, cloth, and props.

Epic Stock Media — Sound Designer | 2022–2023 (freelance 2019–2023)

Created themed, production-ready SFX packs; remote collaboration with design team to record and edit full sound effects and separate layers for purchase.