

Samantha Schellenberg

Remote Sound Designer | Game Audio

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OVERVIEW

Sound Designer and Foley Artist (10 years) creating production-ready SFX for games and post-production. Specializes in SFX recording, editing, and foley performance, with experience leading audio workflows, supporting implementation, and collaborating with directors, composers, and interdisciplinary teams in remote pipelines.

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, coordinating 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 | 2019 - 2023 (Freelance); 2022 - 2023 (Staff/Contract)

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

SELECT GAME CREDITS

Grimoire Groves - Lead Sound Designer | Mar 2025

Partnered with the 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. steampowered.com/app/1830430/Grimoire_Groves/

Lucen - Lead Sound Designer | Upcoming (TBA)

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 the composer. youtube.com/watch?v=SPQ59vxrurl

Adore - Creature SFX Artist | Aug 2023

Designed and delivered creature SFX; recorded/sourced/edited assets. steampowered.com/app/1074620/Adore/

CORE SKILLS

Sound design, asset sourcing, editing, foley performance and recording, dynamic background ambience, UI SFX, dialogue editing, mixing (narration/underscore), workflow coordination, implementation support, cross-functional communication.

TOOLS

Pro Tools • Adobe Audition • Adobe Creative Suite • REAPER • Wwise • Unity • Jira • Slack • Monday.com • Perforce

EDUCATION

UNC School of the Arts - BFA, Film Editing/Sound