

Kyle Nichol

Email: contact@kylenichol.com | England | Video calls upon request

- Experienced video game developer with a long standing career in dialogue production since 2009
- Involvement with multiple AAA game titles with prominent Game of the Year nominations
- Skilled in project coordination, technical game audio development and dialogue editorial

Current Employment

Cloud Imperium Games (April 2025 to current day, full-time position)

- Main role: Dialogue Designer II (mocap audio engineering, dialogue editorial, audio mastering, creative effect design, Wwise implementation, project tracking)

Past Employment

SIDE, formerly Pole To Win (May 2012 to March 2023 freelance, March 2023 to January 2025 casual contract)

- Main role: Audio post-production editor (game dialogue, English and localization)
- Additional tasks: Production coordination, internal tutorial document and video creation, AsRec transcription

Recent credits include...

Cronos: The New Dawn	Bloober Team	English	Post Production Coordinator
Clair Obscur: Expedition 33	Sandfall Interactive	English	Post Production Coordinator
Foamstars	Square Enix	English	Post Production Coordinator
Prince of Persia: The Lost Crown	Ubisoft	English	Post Production Coordinator
Final Fantasy XVI	Square Enix	English	Lead/Senior Audio Editor
Cyberpunk 2077	CD Projekt Red	English	Lead/Senior Audio Editor
The Witcher 3: Wild Hunt	CD Projekt Red	English	Lead/Senior Audio Editor

Liquid Violet (July 2011 to September 2018 freelance)

- Main role: Audio post-production editor (game dialogue, English and localization)
- Additional tasks: Session extraction, AsRec transcription, dubbing to video, pre-production technical assistance

Prominent projects include...

BioShock Infinite	2K, Irrational Games	Localization	Dialogue Editor
Borderlands 2	2K, Gearbox Software	Localization	Dialogue Editor
XCOM 2	2K, Firaxis Games	Localization	Dialogue Editor

Frontier Developments (January 2009 to February 2011 full time position)

- Main role: Audio engineer (game dialogue, sound design)
- Additional tasks: Wwise engine use, QA bug testing, pre-production assistance, mocap audio assistance

*Projects include **Kinectimals** (Prototype) and **The Outsider** (stalled)*

Skill Set

Project coordination	Digital media engineering
Task and time management	Asset prep and delivery
Client facing communication	Workstation maintenance

Tool Set

Office Software Suites	QA and Project Trackers
Database/Revision Control	Creative Media Packages
Game Engine Middleware	Asset Management Packages

Other Engagements

- Assisting with the organisation of online fandom community VR events and in-game world creation
- Currently learning additional development and production skills using online study services

Higher Education

Lincoln College (2006 to 2008)

- Edexcel Level 3 BTEC National Diploma in Media (Moving Image)
- Grade: DDM (Distinction-Distinction-Merit)

Access to Music Lincoln (2003 to 2006)

- Rockschoool Level 3 Diploma for Applied Music Practitioners
- Grade: Pass