

Stephen Lichota

Sound Designer for Games

San Diego, CA

Cell: (810) 300-2306 Email: stephen.lichota@gmail.com

Profile

Sound designer with primary experience in vehicle-based multiplayer games. Interested shipping titles with a collaborative team with a strong culture of feedback.

Experience

Senior Audio Designer, Psyonix / Epic Games

San Diego, CA

07/2022 - Current

Rocket Racing, Released December 2023

- Autonomously approached sound design for Rocket Racing, working with the development team to solve unique technical challenges within Fortnite using the Unreal Engine. Current audio lead for Rocket Racing.
- Used real-time synthesis in metasounds to supplement vehicle audio using run-time data to create evolving sounds to respond to player input.
- Worked with Unreal's Metasounds to create direct solutions for common audio playback behaviors in Wwise, making straightforward pipelines for designers coming from Wwise.
- Responsible for porting content from Rocket League to Fortnite, handling tradeoffs of performance, aesthetics, and workflow to achieve results on time.

Audio Designer, Psyonix / Epic Games

San Diego, CA

11/2020 - 07/2022

Rocket League: Sideswipe, Released August 2021

- Sole Sound Designer on Award-winning Mobile Game, Rocket League Sideswipe; Took existing Rocket League design and adapted it for the mobile genre, extending the IP to support new gameplay.
- Music Supervisor on Rocket League Sideswipe; Created a flexible interactive music system in Wwise and worked with Monstercat Artists and A&R to achieve stylistic goals.
- Worked with other disciplines through daily playtests to garner feedback on sound design and music; tweaking the overall direction as needed.
- Spoke at Game Sound Con 2021 about work - "Recontextualizing Audio for Mobile Experiences: Rocket League Sideswipe".

Audio Designer, Psyonix (Acquired by Epic 2019)

San Diego, CA

11/2016 - 11/2020

Rocket League, Released August 2016

- Product Champion for the Anthems feature; Point of Contact to other disciplines to understand feature goals and technical implementation using Wwise.
- Created unique engines with Crankcase REV and Wwise for unique behaviors; Worked with Director to overhaul pre-existing looping models to granular models using REV.
- Improved audio performance for Switch release using Wwise profiling tools to cut down on voice counts and real-time DSP without losing the aesthetics of the game.
- Created in-game content for Rocket League as well as linear media to promote the game and various events; Designed unique content for 3rd Party IP (e.g. Ghostbusters, Jurassic Park, Ford, etc).

Education

Berklee College of Music

Bachelor of Music, September 2012 - May 2015

Major: Contemporary Writing and Production

Interests

- Cooking
- Songwriting/Music Production - [\(S/O\)](#)
- Simulated Racing via iRacing
- Rock Climbing
- [Photography](#)

Software/Skills

- Reaper, Pro Tools, Ableton
- Field Recording
- Unreal Engine: Metasounds, Blueprint Scripting, Entry Level C++
- Wwise, Crankcase REV