

SKILLS

- Creative Audio Direction
- Cross-Department Collaboration
- Audio Team Leadership & Mentorship
- Sound Design & Implementation
(Wwise, Unreal, Proprietary tools)
- Pipeline & Tool Development
- Voiceover & Music Supervision
- Project & Milestone Planning
- Vendor & Partner Coordination

CONTACT

- bill@billsaudio.me
- Billsaudio.me
- 978-761-7733
- York, PA

EDUCATION

UMASS LOWELL
BA, Sound Recording Technology
2002

TITLES

- Elder Scrolls Online
- Fallout 4
- Elder Scrolls Legends
- Dungeons and Dragons Online
- Power Gig
- Soulo
- HealMe!
- Disney Spotlight

Bill Mueller

AUDIO LEAD

Creative and results-driven audio professional with 17+ years in AAA game development, including 5 years as an Audio Lead. Proven success in leading cross-functional teams, building scalable audio pipelines, and defining creative vision for live service titles. A three-time New England Emmy nominee, I'm passionate about building high-performing teams that consistently deliver standout, immersive audio experiences.

EXPERIENCE

AUDIO LEAD ZENIMAX ONLINE STUDIOS

April 2020 – Current

- Led a multidisciplinary audio team, developing new technology and pipelines for a proprietary engine
- Shaped and maintained the project's overall audio direction, ensuring consistent creative quality across sound design, VO, and music
- Worked with leadership to define long-term goals for the audio team and project
- Represented the audio team across departments to align creative goals and technical requirements
- Built scalable audio pipelines and tools in collaboration with engineering for a proprietary engine environment
- Scaled the team from a solo effort to a fully staffed department across multiple disciplines
- Fostered a supportive team environment focused on growth, mentorship, and continuous learning
- Collaborated with producers on milestone planning, team structure, and resource forecasting

SENIOR SOUND DESIGNER ZENIMAX ONLINE STUDIOS

Feb 2013 – April 2020

- Designed and implemented key audio content for *The Elder Scrolls Online*, including weapons, environments, creatures, and UI
- Owned audio responsibilities for post-launch DLC content
- Collaborated daily with cross-functional teams including design, art, and narrative
- Mentored junior team members and contributed to hiring and onboarding processes
- Partnered with engineers to optimize audio performance and integration
- Coordinated with other ZeniMax studios on shared initiatives and special projects

SOUND DESIGNER 38 STUDIOS

Sep 2011 – May 2012

SOUND DESIGNER SEVEN45 STUDIOS

May 2009 – Sept 2011

ASSOCIATE PRODUCER AUDIO TURBINE, INC

June 2008 – May 2009