

Chirag

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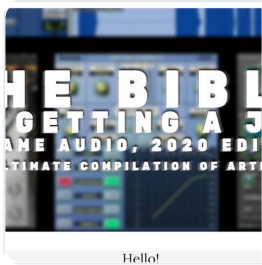
Here are my top 5 recommendations of free resources for aspiring [#GameAudio](#) folks trying to break into this competitive industry! (especially AAA)

Not a definitive guide but something to get you started in case you're wondering where to start



1. First up is this bible created by [@FlorianArdelean](#) on how to get a job in game audio!

A comprehensive guide containing a range of material from interviews with industry veterans to advice on CV, Cover letters etc.



The Bible of Getting a Job in Game Audio, 2020 Edition
Hello! Welcome to The Bible of Getting a Job in Game Audio, 2020 Edition! This is a huge compilation of articles written by dozens of industry professionals who regularly undergo hiring processes. I...
<https://docs.google.com/document/d/1sAd8xOdngsdLJqKfcOnyL8xRhPi3Uity6fEXU9O2X0/edit>

2. Next is reel reviews by [@regameyk](#) on his Twitch channel [@PowerUpAudio](#) - he takes on 2 requests in each stream and gives some valuable advice on ways to improve your website/portfolio

Check out any video from his VOD on Twitch or YouTube channel:



<https://www.youtube.com/user/PowerUpAudio>

3. It can be confusing to figure out learning game engines like Unreal - where do you start?

[@billystupid](#) and [@TheNewTeed](#) have come up with a bunch of courses and a free game project for exactly that! Here's the full list of all the courses:

dave raybould
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UE4 Courses:

Ambient & Procedural Sound
learn.unrealengine.com/course/3547811

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Music Systems:

dev.epicgames.com
Epic Developer Community
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4. Once you get your feet wet in game engines, it's time to move on to middleware!

[@audiokinetic](#) have a bunch of free courses but I absolutely recommend at least going through their 101 course to become familiar with Wwise - get your basics strong!

<https://www.audiokinetic.com/education/learn-wwise/>

5. Game engine + Middleware = Integration time

Learn how to use Wwise for Unreal in this short course by [@GameAudioRes](#) - makes you familiar with most essential features of integration like different containers, RTPCs, States etc.

<https://youtube.com/playlist?list=PLwxDjxJeenFSPcXMXpBhUrZsGqR71fYwu>

If you are an experienced sound designer feel free to comment with your recommended resources!

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