

Podcasts:

Twenty Thousand Hertz

<https://www.20k.org>

Tonebenders

<https://tonebenderspodcast.com>

A Sound Effect

<https://www.asoundeffect.com/podcast/>

Websites/Blogs/feeds:

GDC vault

<https://www.gdcvault.com>

A Sound Effect

<https://www.asoundeffect.com/category/game-audio/>

Jobs

<https://soundlister.com/category/audio-jobs/>

<https://devbrada.com>

<https://www.playstation.com/en-us/corporate/playstation-careers/>

Audiokinetic Wwise

https://www.audiokinetic.com/library/edge/?source=Help&id=exploring_wwise_interface

<https://blog.audiokinetic.com>

<https://blog.audiokinetic.com/music-for-games-should-be-more-than-just-music-part-1/>

https://youtu.be/JEp7Un7Vj44?list=PLXMeprTk4OROBHYbBuh-LB9rcY94i_yE

<https://youtu.be/rK96gLoZMEY>

FMOD

<https://www.fmod.com>

Unity

<https://unity.com>

Unreal

<https://www.unrealengine.com/en-US/>

3DAudio/Immersive audio: Nuno Fonseca of Sound Particles

MPSE event:

https://youtu.be/scAw_otxOKo?t=40

Sound Particles site with book

<https://soundparticles.com/resources/ebooks/3daudio/download/>

Gamasutra

https://www.gamasutra.com/blogs/TheoNogueira/20190719/346915/Audio_Middleware_Why_would_I_want_it_in_my_game.php

Bjørn Jacobsen - game audio, 3D Audio,
Cujo

<https://www.youtube.com/c/CujoSound/videos>

Recordist Nathan Smith

<https://youtu.be/pjD3GUKnZm8>

Pete Reed: Former theatre douse designer talking about getting into games, good advice

<https://www.prsounddesign.com/blog>

Jay Neroes' Twitch feed

<https://www.twitch.tv/jayneroessound>