

# Audrey Sheffield

## Voice and Performance Director for Video Games

Represented by Giles Smart at United Agents: [www.unitedagents.co.uk/audrey-sheffield](http://www.unitedagents.co.uk/audrey-sheffield)

[www.audreysheffield.co.uk](http://www.audreysheffield.co.uk)

Audrey is an award-winning director, specialising in theatre, narrative and video games and is committed to creating games that are vivid, rigorous, imaginatively ambitious and emotionally truthful.

She's been extensively involved in new writing, inspired by dramaturgical development, how a script evolves, and what makes a great project work and why.

Best Director Finalist for the Off-West End Awards 2017/2018 (The Dark Room, Theatre503), she was also nominated for the Arts Foundation Award 2018, selected as an Old Vic 12 Director 2019, and was a recipient of an MGCfutures bursary 2020.

Audrey has just finished 18 months as Associate Director with the original company on the acclaimed **Stranger Things: The First Shadow** in the West End.

Audrey's game credits include Banishers: Ghosts of New Eden (Don't Nod), Wuthering Waves (Kuro), Meet Your Maker (Behaviour Interactive), Tom Clancy's The Division (Ubisoft) and New World (Amazon Game Studios).

Recent Games include:

**Absolum** (*Dotemu*) - voice director (side)

**Arknights: Endfield** (*Hypergryph*) - voice director (Liquid Violet)

**Banishers: Ghosts of New Eden** (*Don't Nod*) - voice director (side)

**Wuthering Waves** (*Kuro*) - voice director (side)

**New World** (*Amazon Game Studios*) - voice director (side)

**Reverse: 1999** (*Blueepoch*) - voice director (side)

**Meet Your Maker** (*Behaviour Interactive*) - voice director (side)

**Desta: The Memories Between** (*Ustwo Games*) - voice director (side)

**Tom Clancy's The Division** (*Ubisoft*) - voice director (side)

**Gwent: The Witcher Card Game** (CD Projekt RED) - voice director (side)

**Another Eden** (*Gree*) - additional direction (side)

**How To Train Your Dragon** (*Glu Mobile, Etranges Libellules*) - additional direction (side)