



RYAN COOPER, Non-union voiceover artist, Cornwall, England.

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Recording Setup: RØDE NT1 microphone with SMR Shock Mount, Focusrite Scarlett 2i4 Audio Interface, Private Recording Studio.

File Types / Delivery: WAV, OGG, MP3 via Private Link, Dropbox.

Video Games:

[Cayne: A Stasis Story](#)

[The Man, Danie Boland \[NSFW\]](#)

[The Brotherhood](#)

[Stasis](#)

[John Maracheck](#)

[The Brotherhood](#)

[Hidden: On the Trail of the Ancients](#)

[Thomas Farrell, Nikolay Petrov](#)

[Lost Spell Studios](#)

[The Red Solstice](#)

[Narrator](#)

[Ironward](#)

[Kholat](#)

[Intro Narrator](#)

[IMGN.pro](#)

[The Old City: Leviathan](#)

[Jonah](#)

[Postmod Softworks](#)

[Strike Vector](#)

[Narrator](#)

[Ragequit Corporation](#)

Other Mediums:

[Brigador: The Audio book](#)

[Narrator](#)

[Stellar Jockeys](#)

[The Highwayman \(Short Film\)](#)

[Narrator](#)

[Oliver Chater](#)

Client Testimonials:

"It has been an absolute pleasure to work with Ryan Cooper on [Stasis](#). He took our protagonist from the page and gave him life and personality. Ryan delivered his lines on time, in budget and went above and beyond the amount of takes required, allowing us to pick and choose the best delivery. The voice digital audio quality was highly professional. We will not hesitate to engage with Mr. Cooper on our next project." -Christopher & Nicolas Bischoff, [The Brotherhood](#)

"Cooper has an incredible talent and is malleable to any need. His work on [The Old City: Leviathan](#) surprised us with just how well he understands what is needed while also elevating the work with his own creative license. If we needed him to act with guidelines, he nailed it. If we needed him to act with little to no guidelines, he nailed it. He is also willing to redo his work to get the perfect take, though he rarely ever needed to. He's a fantastic actor and we look forward to working with him again in the future." -Blaine Bowen, Design Lead, [Postmod Softworks](#)

"Ryan's attention to detail and sheer drive, determination and high quality of work, has made working with him a productive pleasure. Ryan showed me over the course of the project [[Thanatophobia](#)] that he has a clear understanding of scheduling, planning, research skills and an ability to develop a character above and beyond the scope set out in the Treatment." -John Pearce, Director, Death Knell Games