



MY SUMMARY

- Experienced Sound Designer with SFX for 18 projects in game and film over 8 years
- Proven leadership and organizational skills as Audio Director for 4 large-scale games
- Strong technical knowledge, having implemented 4 games complete technical audio designs

RECENT EMPLOYMENT

Nightdive Studios – Vancouver, WA

Audio Director – 2016–Present

Envisioned, organized, and created soundscape for iconic cyberpunk immersive sim **System Shock**. Highlights include: Designed and executed unique state-of-the-art sound propagation systems, including a multipath AI-based obstruction system with path-specific delays for Haas effect and daisy-chained reverb folding through spaces. Designed a dynamic mix system for in-game sounds to tune levels of immersion, clarity, and gameplay information depending on game state. Created full sci-fi ambisonic ambiences from the ground up to strengthen immersion.

- System Shock – In development

locaine Studios – Irvine, CA

Audio Director – 2014–2015

All music and SFX creation for Steam Bandits Outpost and its surrounding media. Implementation in Unity and custom tools. Designed the audio integration for the project. VO processing, audio engineering, and the management of all audio timelines and audio backlogs.

- Steam Bandit Outposts (Steam) – In development

Cadenza Interactive – Tustin, CA

Audio Director – 2010–2013

All audio. Highlights include: Designed our custom audio tools from the ground up. Created all SFX for games, including 3D environments, creatures, weapons. Directed and engineered voice actors. Implemented all sounds into game using both in-house tools and middleware engines, depending on project.

- The Wanderer – Canceled
- Retrovirus (Steam) – 2013

FORMAL EDUCATION

Berklee College of Music, Boston

Graduated: December 2012

Bachelor's in Music: Film Scoring with

Music Business emphasis

OTHER AUDIO WORK

- Undisclosed **System Shock 2** work – TBA
- **Havok** (physics engine) – branding sound design – 2015
- Potions: A Curious Tale (PC) – TBA
- Doomtroopers (PC) – TBA
- The Nest (PC) – 2017
- Grace (film) – score and sound design – 2015
- The Garage Presents – live music recording – 2015
- Undisclosed SFX library field recording – 2014
- Lunas Wandering Stars (Steam/WiiU) – SFX; Orchestration; OST Mixing/Mastering – 2014
- Girls Make Games (game dev camp) – 2014
- Airblower Kid (iOS) – all audio – 2014
- Core Overload (PC) – SFX (uncredited) – 2013
- Spirit's Requiem (film) – 2011
- Spectra (PC) – all audio – 2011

MY SPECIALTIES

- Modular synthesis
- Audio systems design
- Signal processing
- Simulated acoustics/Sound propagation
- Implementation

SOFTWARE SKILLS

- Cubase/Nuendo
- Ableton Live
- Fmod
- Wwise (certified user)
- Unity
- Unreal Engine 4/Blueprint
- Reaktor/Kontakt programming
- Basic C# scripting

RELATED SKILLS

- Field recording/Foley
- Studio recording
- Audio engineering
- Audio/VO editing
- Audio engine design