

I am a dynamic leader, sound designer, audio implementer and composer with over 18 years in professional AAA game audio experience. Skilled at developing effective solutions, I possess strong creative thinking and management skills with high energy and integrity.

SKILLS

- Expert in sound design
- Audio direction
- Composition
- Voiceover direction/coordination
- Style and design guides
- Workflow/production pipelines
- Deep knowledge of audio for AR/VR
- Experience with field and foley recording sessions
- Expert knowledge of digital audio, DSP and DAWs
- Experience with audio implementation in VVwise, FMOD, UE4, Unity and several proprietary engines
- Expert knowledge of synthesis and sample manipulation
- Experience in mastering and recording production
- Knowledge of various product development software such as Perforce, Hansoft, Swordfish, and JIRA

WORK HISTORY

Audio Lead *April 2022 – Present*
Crystal Dynamics — Bellevue, WA

Defining sonic palette for franchise of unannounced title. Establishing audio systems needed to ship multiple AAA titles in new toolset framework. Establishing audio production pipelines. Music composition, sound design, and audio implementation for developing titles.

Audio Lead *April 2021 – April 2022*
Ironwood Studios - Kirkland, WA

Responsible for sound design, implementation, field recordings for Pacific Drive. Managed audio production pipeline, contractors, audio systems and sonic palette for Pacific Drive.

Senior Sound Designer *Oct 2018 – Oct 2020*
Oculus/Facebook — Seattle, WA

Authored and implemented sounds for augmented reality and virtual reality applications using a variety of processes and engines. Designed audio systems for AR/VR applications. Assisted with improving AR/VR audio engines and SDKs. Provided technical assistance and specifications for audio on new Oculus products hardware/software features.

Senior Sound Designer *Feb 2015 – Aug 2018*

Wargaming.net — Redmond, WA

Driving force behind audio systems and sound fx for military games. Implemented sound fx, music, and voiceover in various systems both proprietary and industry-standard. Assisted with large-scale field recording sessions and small scale foley sessions.

Audio Lead *Nov 2005 – Oct 2014*
Warner Brothers Interactive Entertainment — Needham, MA

Lead of team effective at delivering on time or ahead of schedule. Assisted Director in managing audio team to deliver in-game and marketing content. Coordinated with various outsourcers to deliver voice over, music assets. Provided sound design for Lord of the Rings Online. Created and implemented sound assets needed for characters, interactive objects, UI, ambience/landscape, environment objects and voiceover. Implemented music and assisted in music composition.

EDUCATION

Bachelor of Science: *2000 – 2004*
Music Technology & Multimedia

Northeastern University — Boston, MA
Member of National Honors Society

CREDITS

- **Pacific Drive**
- **First Steps**
- **Dead & Buried II**
- **Facebook Horizon**
- **Lord of the Rings Online:** The Shadows of Angmar, Mines of Moria, Siege of Mirkwood, Rise of Isengard, Riders of Rohan, Helm's Deep.
- **Dungeons and Dragons Online:** Twilight Forge, Demon Sands, Reaver's Bane, Accursed Ascension, The Thirteenth Eclipse, The Way of the Monk, Prisoners of Prophecy, Eberron Unlimited, Menace of the Underdark.
- **Bow to Blood**
- **World Zombination**
- **Streamline**

AWARDS

- Winner of Warner Brothers Multidisciplinary Initiative Award
- Golden Joystick PC Game of the Year
- GameSpy MMO of the Year
- MMORPG Best MMO of 2008