

DANIEL GOLD

Voice Actor | Pittsburgh, PA

dan@digvoice.com · [@digvoice](https://www.digvoice.com) · <https://www.digvoice.com>

Dan's voice can bend and flex to fit any role. It can be **calm, soothing, friendly, rough, gritty, stern, stoic, grand, evil, psychotic, sad, broken, clinical, informative**, and much more. It can be the voice of a **big brother, a young father, or a friendly neighbor**. It can be the voice of an evil clown, a stern Irish blacksmith, or a depressed cartoon dog. Dan can tweak his voice to match the needs of any client, no matter the project. He adapts quickly, takes direction well and is dedicated to professionalism and quality at all times.

ROLES

VIDEO GAME

- Ready or NOT – Various Characters
- Club Wowzers – Brad, Claude, Titus, Fudge, Clutch
- Luna System - Waltman
- Bum Simulator – Ratman

AUDIO DRAMA

- The Haven Chronicles – Corporal Jason Oatman
- Danson – Adam Lockwood
- X-Why Podcast – Bar Player, Landon
- Veiled Monarch - Ronan

VISUAL NOVEL

- Our Lost World Beneath the Skies - Magnus
- Icebound – Edward
- Pyrite Heart – Kichiro

ANIMATION

- Clowntown - Jubi
- Delta Rune: In Summary - Snowy, Baddie 2
- X-Fighters! - Chandler/Arren/Jack
- Motti Masmid - Gavriel

TRAINING EXPERIENCE

- Find Your Voice – Voice Acting Institute – Jean Zarzour
- Private voice over coaching – Jean Zarzour
- Voice Acting 101 – Casting Call Club
- Voice Acting 201 – Casting Call Club

VOCAL ATTRIBUTES

- Medium pitched natural voice
- Articulate
- Expressive
- “Good scream”
- Young father/older brother

GEAR

Microphone: Neumann TLM103
Audio Interface: Focusrite Scarlett 2i2
Headphones: Beyerdynamic DT 770 Pro 80 ohm
DAW: Reaper
Sound-treated vocal booth