

Daniel C
California, USA
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Work History and Projects

Blizzard Entertainment — *Sound Designer on **Diablo IV***

March 2022 - Present

- Created and implemented unique sounds to match the dark aesthetic across many aspects of the game such as in-game cutscenes, breakable objects, foley, ambiences, etc. as well as occasional music editing
- Established pipeline and sound design for our Seasonal cosmetic town portals.
- Used Wwise middleware + scripting in-engine.
- Recorded custom source material using a variety of mic arrays
- Guided performers in foley and VO sessions.
- **Diablo 4 Expansion 1: Vessel of Hatred**
 - Led audio in the new Expansion's main questline and side quests.
 - Story moments such as the Travincal/Undercity Spirit Fire Braziers, in-game cutscenes, Urivar boss fight, Lake of Mirrors ambience and implementation, etc.
 - Worked on cohesion among campaign story moments and gameplay moments, such as the transitions to cutscenes from gameplay

AWR Music Productions LLC — *Production Staff, Remote*

Dec 2018 - Aug 2020

- Recruited as a music transcriptionist, score editor, and concert coordinator for productions such as: "A New World: intimate music from FINAL FANTASY", "Undertale: LIVE", and "Distant Worlds: Music from Final Fantasy."

Freelance — *Audio Designer, Remote*

Sept 2016 - Jan 2022

- Personal games (found on my website) : **Cathode Rush, Asteroids, Dan-Bi, Protecc, The Neon Slide**
- Composed two-hour soundtrack for an award-winning, feature-length film: *Lillith* (2019).

Education

New York University — *Master of Music: Music Technology*

Sept. 2017 - Dec 2019

Cumulative GPA: **3.7 GPA**

Relevant coursework:

- **Thesis:** [Using Biomechanics to Inform Sound Design for Footstep Sounds in Video Games]
 - Thesis focused on procedural audio techniques and sound design for games.
- **Dolan Studio:** Worked as an audio engineer at the school recording studio, recording a wide variety of musicians and ensembles

Rutgers, The State University of New Jersey — *Bachelor of Arts: Music Composition*

Sept. 2011 - May 2016

- Majored in Music Composition with a focus in Jazz Guitar performance

Proficiencies

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| – Sound design/Field Recording | – Music theory, arranging, mixing |
| – Proficiency with Pro Tools, Nuendo, Reaper | – Unreal Engine/Unity/Proprietary Engines |
| – N3試験合格を目指して勉強中です。 | – Basic scripting |