

Daniel Christian
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Work History and Projects

Blizzard Entertainment — *Sound Designer on Diablo IV* *Feb 2022 - Present*

- Created unique sounds to match the dark aesthetic across many aspects of the game such as in-game cutscenes, objects, foley, ambiances, etc.
- **Vision Holder for Campaign Quest Audio** across two *Diablo IV* expansions (*Vessel of Hatred*, *Lord of Hatred*).
- Responsible for quests; Scoped, designed, and implemented audio for quests and side quests; collaborated closely with Game Design, Animation, VFX, and Narrative; sought consistent feedback, and adapted to sudden design shifts.
- Contributed across the full audio pipeline: actor recording, editing, sound design, implementation, scripting, and middleware integration.
- Designed and implemented audio for 12+ in-engine cutscenes and all seasonal cosmetic town portals.
- Assigned and tracked tasks in Jira; mentored junior hires and provided feedback and tasking to outsourcers.
- Experience working with people in different time zones.
- Acted as audio liaison to the Tools team to advocate for workflows and feature needs.

Freelance — *Audio Designer, Remote* *Sept 2016 - Jan 2022*

- Provided sound design and music for games and film projects (portfolio available online).

AWR Music Productions LLC — *Production Staff, Remote* *Dec 2018 - Aug 2020*

- Music transcriptionist, score editor, and concert coordinator for productions including *Distant Worlds: Music from Final Fantasy*, *A New World*, and *Undertale: LIVE*.

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]
 - Focused on procedural audio techniques for games.

Rutgers, The State University of New Jersey — *Bachelor of Arts: Music Composition* *Sept. 2011 - May 2016*

- Focus on jazz guitar performance.
- Collected all the KONG letters in Wii Donkey Kong Country Returns in 2011.

Proficiencies

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| – Sound design/Field Recording | – Music theory, arranging, mixing |
| – Proficiency with Pro Tools, Nuendo, Reaper | – Unreal Engine/Unity/Proprietary Engines |
| – Proficient in Japanese (Passed JLPT N3) | – Basic scripting |
| – Deeply knowledgeable on Nintendo | – Relentless positivity in the face of uncertainty |