

Daniel Christian
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Work History and Projects

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

- Created unique sounds to match the dark aesthetic across many aspects of the game such as in-game cutscenes, objects, foley, ambiences, etc.
- Highlights:
 - Base game - was responsible for sound design and implementation of a dozen in-engine cutscenes.
 - Season of the Malignant - created the sounds for the “malignant” concept that the season was based around
 - Season of Blood - established pipeline and created sounds for all cosmetic town portals
 - Season of the Construct - created sounds for cosmetic hero town portals
 - Expansion 1: Vessel of Hatred - responsible for the questline audio in the new campaign.
- Implemented sounds using middleware + light scripting in-engine.
- Recorded custom source material using a variety of mic arrays
- Guiding performers in foley and VO sessions.
- Leadership experience guiding new contractors for Expansion 1. Assigning tasks, giving feedback and overall guidance.

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

- Personal games: *Cathode Rush, Asteroids, Dan-Bi, Protecc, The Neon Slide*
 - Created, iterated, mixed, and mastered sfx assets for in-game use. Implemented with Wwise, ADX2, or directly in-engine.
- Produced and composed two-hour soundtrack for an award-winning, feature-length film: *Lillith* (2019).

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

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

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 using **Tsugi's GameSynth**.

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

Proficiencies

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