DANIEL CHRISTIAN

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SOUNDFONT+
SOUND DESIGNER

Work History and Projects

Blizzard Entertainment — *Associate 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.
- 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.
- Worked in 5.1 multichannel mixing.
- Consistently sought feedback from the relevant stakeholders throughout development to make sure my sounds were aligning with the vision of the narrative.

Freelance — *Audio Designer, Remote*   *Sept 2016 - Jan 2022*
- Subcontract with Impossible Acoustic *(Jan 2022- Feb 2022)*
  - Created unique sound assets for an NDA app.
- Subcontract with OnAccident! Production
  - Contributed sound design assets for Foley, UI, and Ambience for an NDA commercial VR experience
- 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 - May 2020*
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.
  - **3D Immersive Audio:** Studied the psychoacoustics of directional hearing, physical acoustics of spatial sound, stereo and multi-speaker sound reproduction, and spatial sound applications in virtual reality and other fields.

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/Cubase, Reaper
– N3試験合格を目指して勉強中です。

– Music theory, arranging, mixing
– Creating levels and Blueprints in Unreal Engine/Unity
– Basic knowledge of C++