

Christopher Kowalski

Sound Designer / Audio Scriptor

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Career Focus To be part of a team that promotes innovations in the gaming experience through great audio.

Summary

- Experienced Sound Designer, Sound Editor, Producer, and Remix Artist.
 - Extensive background in analog/digital recording techniques using a variety of hardware.
 - Ability to create custom sound effects, DSP FX, and keyboard patches for a variety of applications.
 - Strong technical knowledge of audio design and implementation of games on all platforms
 - Ability to learn proprietary toolsets quickly and efficiently.
 - Ability to work well under pressure and meet project deadlines ahead of schedule.
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Job Related Experience

2008-Present | **Double Helix Games** Irvine, CA

Sound Designer/Audio Scriptor

- Cut, edit, and create original SFX using Nuendo, Pro Tools HD, Sound Forge, Ableton Live, Reaktor, Max MSP, and Reason.
- Implementation of audio assets using Fmod Sound Designer / Gigantic Audio and a variety of proprietary scripting tools.
- Design and implement audio pipeline including dynamic memory management, real-time DSP effects, sound emitters, and adaptive music system.
- Management of sound assets including SFX, dialog, and music for multiple projects and platforms.
- Create and manage audio pipeline for pitches, demos, and other future project acquisitions.
- Mixing and Mastering of all game audio content.
- Recording, Editing and Processing of In game dialogue using a variety of software plugins and hardware FX units.
- Currently assigned to Green Lantern: Rise of the Manhunters (X360/PS3).

2008-2010 | **Ninety Seven Media, LLC** Woodland Hills, CA

Owner/Partner - Music Publishing Co

- Created the company to have full control of distribution of self produced Music Library titles for Media licensing use.
- Placed music on programming on a variety of large networks syndications including HGTV, Food Network, and the Travel channels.
- Company used as an outlet for productions under the Fill Jackson moniker.

2001-2002 | **Fisher Price** East Aurora, NY

Freelance Dialogue Editor (Contract)

- Assisted Editor John Oropallo in preparing pre recorded voice over sessions for file renaming, take selection, and de-essing in a Digidesign Pro Tools environment.
- Completed dialogue editing for a Clifford the Red Dog Audio book which was published and released in 2002.
- Assisted in take selection, dialogue editing, and bit rate resampling to fit sound phrases onto an audio chip for a group of Rescue Heroes Action Figures.

2000-Present | **Analog Mad**

Sound Designer/Producer/Engineer

- Produced and released over 30 records/remixes on a variety of independent dance/mainstream record labels including Nettwerk, Good Looking, Svek, Statra, Grayhound, and more.
- Sound Design, Editorial and Music Composition for independent and short films.

Software Proficiencies**Audio Tools:**

FMOD Designer/Gigantic Audio/ Wwise (Studio Evaluation)

Design Tools:

Pro Tools 8.0/Sony Sound Forge 9/ Live 8/Reason 4.0/ Reaktor 5.5/ Nuendo 5.0/ Impulse Tracker/Max MSP 5/Max for Live

Programming Tools:

Visual Studio / Python / Side

Programming Languages:

LUA / PScript / Python

Version Control:

Perforce

Skills

- Strong music composition skills.
- Proficient in field recording and creating original source sound effects.
- Proficient with Mac and PC computers on both a technical and user level.
- Proficient in Microsoft Office, Word, Excel, Outlook, PowerPoint, and Adobe Photoshop.
- Excellent oral/written communication, problem-solving, analytical and troubleshooting skills.
- Type - 50 wpm.

Game Credits

Front Mission Evolved - Sound Designer/Audio Scriptor
Square Enix (X360/PS3/PC) – 2010

G.I. Joe - Audio Scriptor
Electronic Arts (X360/PS3/PSP/Wii/PS2) - 2009

Film Credits

2010– ‘Room Enough’ – Numbir9 Productions [Sound Designer/ Mixer] (*In Production*)
2009 – ‘Think of Me’ – Numbir9 Productions [Sound Editor/ Dialog /Mixer]
2007 – ‘Soul Searching’ – [Sound Designer / Dialog Editor / Mixer]
2007 – ‘Myth’ – Blue Images Productions [Sound Designer/ Dialog Editor / Composer]
2006 – ‘PFC Krieger’ – Blue Images Productions [Sound Designer / Dialog Editor / Composer]
-Movie featured at the LA Film Festival – Arclight Cinema

Awards

Employee of the Month – Double Helix Games – May 2010
Employee of the Month – Best Buy – 2004
MVP – Best Buy – 2002 & 2003

Professional Experience

Top Star Construction (Calabasas, CA) – Project Manager : 2005-2008
Best Buy (Woodland Hills, CA) – Tech Bench Supervisor : 2001-2005

Organizations

G.A.N.G [Game Audio Network Guild Professional Member]

Websites

Portfolio: <http://www.analogmad.com/#reel>
Discography: <http://www.analogmad.com/#discography>
LinkedIn: <http://www.linkedin.com/in/analogmad>

References

Available Upon Request

In game Sound effects
Personal/Professional References
