



CAREER SUMMARY

Creative and passionate sound designer with over 20 years of experience in AAA game development and audio production. Team player with a proven track record of crafting immersive audio experiences, collaborating on cutting-edge tech and tools design, and leading linear media audio postproduction efforts for a multi-billion-dollar grossing, live service MMORPG. Seeking to join forces with an ambitious and innovative audio team.

PROFICIENCIES

Sound Design and Implementation | Linear Audio Postproduction | Field and Studio Recording | Voiceover Production | HDR and Dynamic Mixing | Middleware Architecture | Audio Pipeline and Tech Design | Audio Conception and Creative Direction | Live-Service Game Development | Cross-Disciplinary Collaboration | Mentoring and Teamwork | Adaptability and Agility

TOOLS

Reaper | Wwise | Perforce | Soundminer | JIRA | Confluence | Game Engines | Scripting | Houdini

PROFESSIONAL EXPERIENCE

PRINCIPAL SOUND DESIGNER | Zenimax Online Studios | Hunt Valley, MD

Oct 2009 – Jul 2026

Embedded on two AAA titles starting from their pre-production phases, I helped define the overall audio identity across in-game assets, cinematics, and marketing trailers. Led audio development for several key chapters while collaborating closely with tech, art, and content teams to create meaningful, impactful moments and also to build efficient tools and pipelines. Beyond sound design, I assisted in scaling the team by co-creating our internship program, onboarding new staff, and aiding designers through the fast-paced demands of live-service development.

UNANNOUNCED MMO PROJECT

- **SONIC IDENTITY:** Co-crafted the foundational sonic identity and aesthetic vision for a next-gen AAA MMO during early pre-production.
 - **SOUND DESIGN & IMPLEMENTATION:** Designed and integrated bespoke, high-fidelity audio assets into a dynamic live-world engine.
 - **SYSTEMS & TOOLS:** Partnered with audio leads and programmers to architect and refine custom audio systems, middleware pipelines, and advanced editor tools.
- KNOWLEDGE SHARING:** Authored pre-production tech documentation and workflow best practices to help establish scalable onboarding standards for future audio team and studio growth.

THE ELDER SCROLLS ONLINE

- **CORE SOUND DESIGN:** Designed and integrated high-quality audio spanning combat, abilities, creatures, VFX, UI, and dynamic ambient environments for the AAA title.
- **MIDDLEWARE & TECHNICAL IMPLEMENTATION:** Partnered in designing asset integration, routing, mixing, and DSP implementation standards within Wwise to maximize intelligibility, spatial immersion and performance.
- **TRAILER & MARKETING AUDIO:** Spearheaded complete audio post-production for high-visibility in-game and marketing assets, including global TV spots, cinematic trailers, and social media campaigns.
- **SYSTEMS & PIPELINE DEVELOPMENT:** Co-developed and refined proprietary audio tools and middleware systems throughout the game's multi-year lifecycle enabling the team to rapidly operate at their most creative.
- **VO & DIALOG INTEGRATION:** Partnered with the dialogue team and designers to support localization pipelines, dialogue editing, and custom post-processing chains for major characters and monsters.
- **LEADERSHIP & STUDIO SUPPORT:** Mentored team members in maintaining high-quality bars while providing cross-title audio support for major ZeniMax IPs, including *Fallout 4*, *The Elder Scrolls: Legends*, and *Commander Keen*.

AUDIO ARTIST II | EA Mythic | Fairfax, VA

Jun 2007 – Sep 2009

INTERN/CONTRACT AUDIO SPECIALIST | Electronic Arts Chicago | Chicago, IL

May 2006 – May 2006

QA TESTER | Electronic Arts Tiburon | Orlando, FL

Jan 2006 – May 2006

EDUCATION

BACHELOR'S DEGREE | Entertainment Business | Full Sail University

2005 – 2006

ASSOCIATE'S DEGREE | Recording Arts | Full Sail University

2003 – 2004

SHIPPED TITLES

The Elder Scrolls Online | Elder Scrolls: Legends | Fallout 4 | Warhammer Online: Age of Reckoning | Def Jam: Icon | NCAA Football 2007