

BRADLEY D. MEYER

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Objective:

Obtain long-term director level position with a AAA studio committed to quality and innovation in both audio and general game development.

Employment:

01/12 – present Audio Director

Sucker Punch Productions, Bellevue, WA

- Manage the audio department, including internal and external resources incorporating integration, sound design, voiceover and music composition
- Designing all audio systems utilizing a proprietary game engine and scripting language, and Wwise, including co-design of the HDR Audio feature within Wwise
- Sound design, integration, voiceover and audio direction
- Engage with other leads to maintain communication and push features forward

12/09 – 01/12 Audio Director

Free Range Games, Sausalito, CA

- Responsible for designing audio for mobile and browser based games using Unity3d and C#, including audio systems design, sound design, scripting/audio programming, music composition and music licensing for multiple simultaneous projects
- Wrote audio engine components in C# for use with Unity3D (pseudo-occlusion, randomization algorithms, advanced DSP, etc.)

11/08 – 12/09 Audio Director

1/06 – 11/08 Lead Sound Designer

Shaba Games/Activision, San Francisco, CA

- Managed a team of 3 sound designers and a programmer, overseeing systems design, sound and music design, scheduling, training, mentoring & integration across multiple game engines and languages
- One of six studio leads, responsible for management of all sound-related issues on each project and maintaining interdepartmental
- Designed and integrated a majority of sounds in multiple engines and script languages.

3/01 – 1/06 Senior Sound Designer

Konami Digital Entertainment, Honolulu, HI

- Audio Lead on one to two simultaneous projects responsible for spec, scheduling, design and integration, music direction, budgeting and deliveries
- Co-developed proprietary tools and scripting language for interactive audio
- Casted, coordinated and directed voice talent for all projects

3/99 - 3/01 Senior Sound Audio Designer

3/98 - 3/99 Associate Sound Designer

Berkeley Systems Incorporated, Berkeley, CA

- Responsible for all sound issues from design to spec to execution of music, sound effects and voice and additional game design assistance
- Developed relationships with third party technology providers
- Established and managed the video editing department

Selected Credits:

- *inFAMOUS: First Light* (2014) [PSN/PS4]
- *inFAMOUS: Second Son* (2014) [PS4]
- *Zaxxon Escape* (2012) [iOS/Android]
- *SummitX Snowboarding* (2011) [iOS/Android]
- *Free Fall Tournament* (2011) [PC online]
- *DJ Hero* (2009) [X360/PS3/Wii/PS2]
- *Spider-man: Web of Shadows* (2008) [X360/PS3/Wii]
- *Marvel Ultimate Alliance Gold Edition* (2007) [X360]
- *Shrek the Third* (2006) [X360/PS2/Wii]
- *Tony Hawk's Project 8* (2006) [PS2/Xbox]
- *Ys VI: The Ark of Napishtim* (2005) [PS2/PSP]
- *Dance Dance Revolution Ultramix 1, 2, and 3* (2003/2004/2005) [Xbox]
- *Lost in Blue* (2005) [DS]
- *Frogger Helmet Chaos* (2005) [DS/PSP]
- *Teenage Mutant Ninja Turtles: Mutant Melee* (2004) [Xbox, PS2, Gamecube]
- *Frogger Beyond* (2002) [Xbox, Gamecube, PC]
- *ESPN MLS Extratime 2002* (2001) [Xbox, Gamecube]
- *Frogger's Adventures: Temple of the Frog* (2001) [GBA]
- *Jurassic Park III: The DNA Factor* (2001) [GBA]
- *Orcs: Revenge of the Ancient* (1999)[cancelled] [PC]
- *Get the Picture* (1999) [PC online]
- *You Don't Know Jack: the Netshow* (1998) [PC online]

Presentations/Publications:

- *You Hear That? Team Engagement for Audio*, Game Developers Conference, San Francisco, CA, March 2016
- *Building a Game Audio Community* (panel with Rob Bridgett), Game Developers Conference, San Francisco, CA, March 2016
- *Audio Systems Design of inFAMOUS Second Son*, MIGS, Montreal, Quebec, November 10, 2014
- *We're not so different after all: Audio Development across Divergent Studios*, PaxDev, Seattle, WA (panel), August 28, 2014
- *Putting the "Fantastic" into Fantasy Sound Design*, University of Edinburgh, Napier, May 2, 2014
- *A Technical Retrospective on PS4 Audio Development*, Sony Game Technology Conference, San Francisco, CA, March 26, 2014
- *A Listen Behind the Curtain: Interactive Audio in Video Games*, Experience Music Project Museum The Art of Video Games closing night, Seattle, WA, May 10, 2013 (with James Ackley)
- *PS4 Audio Development for inFAMOUS: Second Son*, Sony Game Technology Conference, San Francisco, CA, March 25, 2013
- *Soundminer HD* review, Game Developer Magazine, September 2011
- *AAA Lite: Creating Console Quality Audio in the Browser and Mobile Platforms*, Gamasutra.com, May 31, 2011
- *My Life as a Video Game Sound Designer*, Art Institute of CA, SF, August 4, 2010
- *Introduction to Video Game Sound Production Pipeline*, Art Institute, March 15, 2010
- *Jumpstarting Your Creativity*, Gamasutra.com, February 3, 2010
- *SoundSeed Impact* review, Game Developer Magazine, April 2009
- *Sound Concepting: Selling the Game, Creating its Auditory Style*, Gamasutra.com - 12/16/2008, (reprinted in *Animation Today*, November 2009)
- *Spider-man: Web of Shadows - An Audio Postmortem*, Wwise Roadshow/G.A.N.G meeting, San Francisco, CA, December 5, 2008

Selected additional experience:

- Charter member - Audio Production Program Advisory Committee, Art Institute of California, San Francisco (2010 – 2012)
- Sound Supervisor, design and mixing for documentary *Looking Down Canyon* (2011, DV, directors: Sati Shah and Melody Shah)
- Ambient Soundscape Design for art show “Interaction” by Joel G, Donner Gallery, Oakland, CA - November 2010
- Designed video game sound design curriculum for Pyramind school (2006)

Skills:

- **Audio:** ProTools, Nuendo, Logic, Reaper, Cubase, Sound Forge, Izotope RX, etc.
- **Middleware:** Unreal Engine, Unity3D, Wwise, FMOD, and multiple proprietary engines, tools, and scripting languages
- **Scripting:** basic scripting, C#, unrealscript, javascript, Lua, C, Scheme/Lisp

Education:

8/94 - 5/97 University of California at Berkeley, Berkeley, CA
Bachelor of Arts in Mass Communications
awarded with high honors 5/22/97