

Nate Madsen, Composer-Sound Designer

Website: www.madsenstudios.com E-Mail: nate@madsenstudios.com



Identity

A talented, experienced composer-sound designer well versed in audio production, implementation and planning with over 140 credits in the video game, anime, film and Internet industries.

Experience

Madsen Studios LLC

Oct 2005 - Present

- Audio production for various multimedia platforms including iDevice, Sony PSP, Nintendo DS and PC titles. Other projects include indie films, stage productions, choral productions and promo videos. Coordinates with producers, dept. directors and team leads to ensure all audio content aligns with the project's function, budget and timetable.

NetDevil

Jan 2008 - Jan 2010

- Lead Composer/Sound Designer for the LEGO Universe project. Coordinated and planned audio tasks with other dept. leads and directors. Other projects included the Fortune Online and Jumpgate Evolution projects. Produced music, sound design and voice over assets as well as implemented them.

FUNimation

Oct 2006 - Jan 2008

- Composer/Sound Designer for the trailer and special features department working on many top tier anime brands including Dragon Ball Z, Full Metal Alchemist and Shin Chan. Produced music, sound design and voice over and coordinated with other department leads and brand managers to ensure cohesive product branding.

Credits Highlights (Full credit listing available at: <http://madsenstudios.com/credits/>)

- 65 Video Game titles
- 96 Trailer/TV Spots
- 4 CD projects
- 8 Indie Films

Education

Texas Christian University

Aug 2003 - May 2005

Masters Degree in Music Performance

Oklahoma Bapt. University

Aug 1998 - Dec 2002

Bachelors Degree in Music Education

Skills

Music composition, production, mixing, arrangement, recording VO, mixing dialogue, creating and editing sound effects and producing sound design. Audio pre-production planning and implementation.

DAW: Cakewalk: Sonar 8.5 Producer, Reason 6, Record 1.5, Acid Pro 4.0, Soundforge 9.0, Peak Pro 6 XT, ProTools 10, Cool Edit Pro 2, Fruity Loops 5, Finale 2006, Cubase, Logic 9, Digital Performer 5.12

Audio Middleware/Implementation: Fmod, Xact, OpenAL, XML, ActionScript, Nintendo DS system

Office: Windows 7, Mac OSX Snowleopard, Alienbrain, Perforce, Microsoft Office, iWork

Management Systems: Scrum project management.

References available upon request.