

Nate Madsen Senior Composer/Sound Designer

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



Identity

An 14-year industry veteran composer/sound designer, who's well versed in audio planning, production and implementation with experience on over 860 credits in the video game, anime, film and Internet industries.

Experience

SciPlay - Principal Composer/Sound Designer Sept 2016 - Present

- Principal Composer/Sound Designer working with a team of three other audio professionals to provide top quality audio to a wide variety of teams and projects being produced, literally, all over the globe. Daily communication and close collaboration with other directors and leads, artists, programmers and designers to help maintain the right focus on audio quality while meeting deadlines and any overcoming technical issues. Additional duties include mentoring and assisting junior audio staff on production tasks.

Madsen Studios LLC - Owner/Composer/Sound Designer 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. Close coordination with other team directors/leads, as well as external contractors (composers, sound designers, hired musicians, voice actors), to ensure projects remain on schedule and on target with design.

Beccave Games, Inc. - Composer/Sound Designer Jun 2015 - Apr 2016

- Audio production for all in-house products including slot themes, poker, bingo and other casino related products as well as marketing materials. Coordinated with other depts. to ensure audio content was on schedule, on budget and aligned with overall product specs and designs. Assisted in field recordings of audio used in various slot themes. Also assisted in weekly playtests of builds to ensure content quality.

NetDevil, Inc. - Lead Composer/Sound Designer Jan 2008 – Jan 2010

- Lead Composer/Sound Designer for the AAA title LEGO Universe project. Other projects included the Fortune Online and Jumpgate Evolution. Coordinated and planned audio tasks with other dept. leads/directors and managed one junior audio developer. Produced music,

sound design, voice over assets and did implementation of those assets. Other tasks include play-testing game builds and coordinating with QA on known issues.

FUNimation - Composer/Sound Designer 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.

Education

Oklahoma Bapt. University
Bachelors in Music Education,
1998-2002

Texas Christian University
Masters in Music Performance,
2003-2005

Skills

Music composition, production, mixing, arrangement, recording VO, mixing/editing dialogue, creating and editing sound effects and producing sound design. Extensive history working with VST/AU plug-ins. Audio pre-production planning and asset implementation.

DAW: Logic Pro X, ProTools 12, Cubase Pro 8.5, Cakewalk Sonar, Reason 10, Soundminer, Ozone 7, iZotope RX Advanced, Soundforge Pro 9.0, Amadeus, Audition, Twisted Wave, Pro Peak Pro 6 XT, Finale 2012, VEP Pro 5

Audio Middleware/Implementation: Wwise, Fmod, Xact, Unity, Master Audio, OpenAL, XML, ActionScript, Nintendo DS system Office: Windows 10, Excel, Mac OSX, Jira, Alienbrain, Perforce, SourceTree, Microsoft Office, iWork

Management Systems: Scrum project management.

References available upon request.