NATE MADSEN

COMPOSER
SOUND DESIGNER

Hi! I'm an established, award-winning composer/sound designer with more than 18 years of experience and 1,100 completed projects. My versatile style fits many industries, including anime, games, and film.

🌐 https://madsenstudios.com

✉ nate@madsenstudios.com

Skills & Compentencies

- Music Composition, Editing
- Sound Design Production
- Audio Implementation (Unreal, Unity, FMOD, Wwise)
- Sound Mixing & Mastering
- Audio Recording
- Dialog and Audio Editing/Clean Up
- Music Performance
- Perforce, Unreal Game Sync, SourceTree, Soundminer, Basehead
- Jira, Confluence
- Agile, Scrum, Kanban
- Teaching/Mentoring

Awards

- SkateBIRD Best Music Nintendo Force's Game of the Year Awards 2021
- Iron Composer Award – Austin Game Developer's Conference 2008

Education

MASTERS IN MUSIC PERFORMANCE

Texas Christian University   2003 – 2005

BACHELOR IN MUSIC EDUCATION

Oklahoma Baptist University   1998 – 2002

Work Experience

LEAD AUDIO DESIGNER

May 2022 – Present   Unbroken Studios

- Create custom sounds
- Music direction
- Design and implement audio systems within Unreal Engine
- Playtest experiences in-game

PRINCIPAL COMPOSER/SOUND DESIGNER

Sept 2016 – May 2022   SciPlay

- Composed original music and produced sound design for slot games and casino apps
- Mentored other audio staff
- Playtested game experiences

COMPOSER/SOUND DESIGNER

June 2015 – April 2016   Beecave Games

- Composed original music and produced sound design for slot games and casino apps
- Playtested game experiences

LEAD COMPOSER/SOUND DESIGNER

Jan 2008 – Jan 2010   NetDevil Games

- Composed original music and produced sound design for slot games and casino apps
- Managed Audio Department
- Playtested game experiences

COMPOSER/SOUND DESIGNER

Oct 2006 – Jan 2008   FUNimation

- Composed original music and produced sound design for trailers, commercials and DVD special features

OWNER/COMPOSER/SOUND DESIGNER

Oct 2005 – Present   Madsen Studios LLC

- Provided full audio production services for video games, apps, stage shows, films, animated shorts and websites
- Designed and taught classes at DeVry and The University of Tennessee-Knoxville