

# NATE MADSEN


COMPOSER - SOUND DESIGNER  
IMPLEMENTER

Hi! I'm an established, award-winning composer/sound designer with more than 19 years of experience and 1,100 completed projects.

My versatile style fits many industries, including anime, games, and film.

 <https://madsenstudios.com>

 <https://www.linkedin.com/in/nathan-madsen-composer-sound-designer/>

 [nate@madsenstudios.com](mailto:nate@madsenstudios.com)

## Skills & Competencies

- Music Composition, Editing
- Sound Design Production
- Audio Implementation  
(Unreal, Unity, FMOD, Wwise)
- Stereo & Surround Sound Mixing & Mastering
- Audio Recording
- Dialog and Audio Editing/Clean Up
- Localization
- 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

### BACHELOR IN MUSIC EDUCATION

Oklahoma Baptist  
University

## Work Experience

### LEAD AUDIO DESIGNER

May 2022 - Present Unbroken Studios

- Shipped Harry Potter Quidditch Champions
- Create custom sounds
- Music direction, VO editing & implementation
- Implemented over 53k lines of dialog
- Coordinated with loc to support 8 languages
- Plan, design and implement audio systems
- Mix and master sounds for in-game use
- 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

- Provide 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