

Nathan Madsen

Lead Audio | Composer | Sound Designer

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

Location: Austin, TX

I'm an award winning, seasoned, passionate composer and sound designer with over a decade of experience across a range of games, from hyper casual to MMO and eSports. To date, I've been a part of over 1,100 projects and have expertise in platforms such as Unreal 5, MetaSounds, Unity 2022, FMOD, and Wwise. In addition to my creative work, I am a skilled lead, manager, mentor, and educator. I thrive in both collaborative, close-knit teams and larger corporate environments, adapting seamlessly to various work settings and cultures.

SKILLS

- Reaper DAW
- Logic Pro X DAW
- Pro Tools DAW
- Soundforge
- Twisted Wave
- Adobe Audition
- Adobe Premiere
- Final Cut Pro
- Basehead
- Soundminer Pro Radium
- Unreal 5
- MetaSounds
- Unity 2022
- Master Audio
- Music Composition
- Music Production
- Sound Design
- Sound Editing
- Audio Implementation
- Dialog
- Localization
- Mixing (Surround and Stereo)
- Mastering Audio
- Playtesting
- Confluence
- Jira
- Version Control
- Perforce
- SourceTree
- Excel
- Production
- Post-Production
- Teaching
- Mentoring
- Managing

EDUCATION

Master's Degree

Music Performance
Texas Christian University
Fort Worth, TX

Bachelor's Degree

Music Education
Oklahoma Baptist University
Shawnee, OK

EXPERIENCE

Owner/Composer/Sound Designer - Madsen Studios

Oct 2005 - Present

- Clients and brands include LEGO, The 7th Guest VR, Disney, Great Wolf Lodge, Sworn, Virballs, Dragon Ball Z, SkateBIRD, The Mortal Instruments, Harry Potter, Monopoly, Clue, The Game of Life and Jay and Silent Bob.
- SkateBIRD won Best Game Music 2021 Nintendo Force Video Game Awards.
- Design, manage, and operate a full audio production studio entering its 20th year and servicing clients all over the globe in multiple industries.
- Have helped ship hundreds of projects.

Lead Audio Designer - Unbroken Studios

Sept 2023 - March 2025

- Shipped Harry Potter Quidditch Champions.
- Led all audio efforts for the entire game studio and coordinated with other leads and directors.
- Optimized audio content and systems for performance across all platforms.
- Implemented over 53k lines of localized dialog supporting 8 languages.
- Mentored QA-audio embedded staff.
- Mixed and mastered audio in Stereo and Surround for Harry Potter Quidditch Champions.
- Directed the contracted composer to ensure all music was on target and on schedule.

Senior Audio Designer - Unbroken Studios

May 2022 - Sept 2023

- Designed the Interactive Music system via Blueprints and Quartz.
- Produced much of the cosmetic sound design for Harry Potter Quidditch Champions.
- Enhanced the ducking system for a more dynamic and clearer mix during gameplay.
- Implemented a dynamic crowd reaction system to support various game states.
- Designed ambient, surround quad files for better, more immersive experience.

Principal Composer/Sound Designer - SciPlay

May 2020 - May 2022

- Worked with top tier brands such as Anchorman, Playboy, Dean Martin and Goldfish Casino.
- Mentored and designed additional training and learning modules for the audio staff.
- Established audio benchmarks for various products in production.
- Optimized workflow across multiple departments when prototyping and designing slots.

Senior Composer/Sound Designer - SciPlay

Sept 2016 - May 2020

- Composed music and produced sound design for various casino and hyper casual apps.
- Presented two lectures on Game Audio to all branches of the company.
- Optimized standards across the audio department for better, more consistent workflow.

Composer/Sound Designer - Beecave Games

Jun 2015 - April 2016

- Co-wrote and co-produced a slots musical which supported multiple characters and cutscenes.
- Set up interactive music to increase excitement and immersion for our players.
- Wrote, recorded, and edited voice over assets for use in various games.

Lead Composer/Sound Designer - NetDevil

Jan 2008 - Jan 2010

- Helped shaped the sound of LEGO Universe, Jumpgate Evolution and Fortune Online.
- Managed the audio department for all studio projects.
- Engineered FMOD solutions for LEGO Universe gameplay.
- Designed original sound design for various gameplay actions and environments.
- Implemented audio via a proprietary engine and level editor.