

Nathan Madsen

Lead Audio | Composer | Sound Designer

214-492-9796 | nathan.madsen@gmail.com | www.madsenstudios.com

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 close-knit teams and larger corporate environments, adapting seamlessly to various work settings and cultures.

SKILLS

DAWS:

- Reaper, Logic Pro X, Pro Tools, Reason, Cubase

Audio Editors:

- Soundforge, Twisted Wave, Audition

SFX Librarian Tools:

- Soundly, Basehead, Soundminer Pro Radium

Video Production:

- Premiere, Final Cut Pro

Game Engines:

- Unreal, Unity, RPG Maker

Middleware:

- FMOD, Wwise, Master Audio

Music:

- Composition, Production, Editing, Arranging, Implementation, Scripting

Sound Design:

- Recording, Editing, Production, Implementation, Scripting

Dialogue:

- Direction, Recording, Editing, Localization

Mixing and Mastering:

- Stereo, Surround, Scripting

Game Development:

- Playtesting, Confluence, Jira, Production, MS Office

Version Control:

- Perforce, SourceTree, Fork

Interpersonal:

- Teaching, Mentoring, Managing, Coaching

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 LLC

Oct 2005 - Present

- Clients and brands include *Interleave Creative*, *Zynga*, *LEGO*, *The 7th Guest VR*, *Disney*, *Great Wolf Lodge*, *Sworn*, *The Isle*, *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.

Lead Audio Designer - Unbroken Studios

Sept 2023 – Present

- Producing and implementing sound design for an Unannounced Project.
- Shipped *Harry Potter Quidditch Champions* (PS4, PS5, Xbox, Steam, PC).
- 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 dialogue 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 and scripted 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.
- Built 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*, *Jumppgate Evolution* and *Fortune Online*.
- Managed the audio department for all studio projects.
- Engineered FMOD solutions for *LEGO Universe* gameplay.
- Implemented audio via a proprietary engine and level editor.