

NATHAN MADSEN

Lead Audio | Composer | Sound Designer

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Portfolio (www.madsenstudios.com) | [LinkedIn Profile](#)

Skills Summary

Award-winning, highly technical Lead Audio Designer, Composer, and Sound Designer with over 20 years of industry experience spanning AAA, MMO, eSports, VR, and mobile titles. Shipped high-profile IPs including *Harry Potter*, *LEGO*, and *TitanFall*, contributing to over 1,100 projects across a 20-year career. Expert in **Unreal Engine 5 (Blueprints/MetaSounds)** and **Wwise**. Proven track record of leading cross-functional teams, optimizing complex technical audio systems, and delivering immersive, dynamic audio experiences.

Core Skills

- **Game Engines & Middleware:** Unreal Engine 5 (Blueprints, MetaSounds, Quartz), Unity, Wwise, FMOD, Perforce, SourceTree
- **DAWs & Audio Tools:** Reaper, Logic Pro X, Pro Tools, Cubase, Soundforge, Twisted Wave, Audition, Soundly, Basehead, Soundminer Pro Radium
- **Sound Design & Technical Audio:** Procedural & Systemic Sound Design, Dynamic Raycasting, Portal/Doorway Acoustics, Interactive Music Systems, Logic Scripting, Dialogue Localization (53k+ lines, 8 languages)
- **Music & Post-Production:** Orchestration & Composition, Production, Stereo & Surround Mixing/Mastering, Field Recording
- **Leadership & Management:** Team Leadership, Agile/Production Workflows (Jira, Confluence), Studio Operations, Cross-Discipline Collaboration, Mentorship & Coaching

Professional Experience

Unbroken Studios | Austin, TX

- **Lead Audio Designer** | *September 2023 – Present*
 - **Shipped Title:** *Harry Potter: Quidditch Champions*. Led all audio initiatives, managed the audio department budget/schedule, and coordinated cross-discipline pipelines with studio leads and directors.
 - **Technical Implementation:** Architected and implemented an automated dynamic raycast system to determine 3D emitter playback and geographic obstruction based on surrounding player geometry.

- **Acoustic Systems:** Built an immersive, AAA-standard portal/doorway system and constructed an interactive Blueprint system that auto-detects interior volumes to dynamically shift reverb and FX chains.
- **Localization & Mix:** Managed, integrated, and optimized over 53,000 lines of localized dialogue across 8 languages. Delivered final Stereo and Surround mixes for *Harry Potter: Quidditch Champions*.
- **Leadership & Directing:** Directed contracted composers to ensure aesthetic alignment and directly mentored embedded audio QA staff to streamline pipeline testing.

Senior Audio Designer | May 2022 – September 2023

- **Interactive Music:** Designed and scripted a complex, adaptive Interactive Music system utilizing Unreal Engine Blueprints and Quartz.
- **Sound Design:** Produced high-quality cosmetic sound design and created ambient, surround-quad files to maximize player immersion.
- **System Optimization:** Enhanced the real-time ducking system to achieve a cleaner, highly dynamic gameplay mix; developed an automated dynamic crowd reaction system tied directly to game states.

Madsen Studios | Austin, TX

Owner / Principal Composer & Sound Designer | October 2005 – Present

- **Studio Operations:** Found, scale, and operate a full-service audio production studio servicing global clients across video games, VR, and film for over 20 years.
- **Notable Projects & IPs:** *The 7th Guest VR, LEGO, Disney, SkateBIRD, Sworn, Virballs, Dragon Ball Z, The Mortal Instruments, Harry Potter, Monopoly, Clue, The Game of Life, Great Wolf Lodge.*
- **Awards:** *SkateBIRD* won **Best Game Music** at the Nintendo Force Video Game Awards (2021). Won *Iron Composer Austin GDC* (2008).

SciPlay | Austin, TX

Principal Composer / Sound Designer | May 2020 – May 2022

- **Brand Integration:** Developed audio identities for top-tier licensed IPs including *Anchorman, Playboy, Dean Martin, and Goldfish Casino.*
- **Workflow Optimization:** Established company-wide audio benchmarks and optimized asset pipelines between prototyping teams and final production.
- **Mentorship:** Designed and executed professional training modules to upskill internal junior audio staff.

Senior Composer / Sound Designer | September 2016 – May 2020

- **Asset Creation:** Composed original music and engineered high-impact sound design for highly profitable casual and social casino applications.
- **Knowledge Sharing:** Prepared and presented internal technical game audio lectures to all corporate branches to foster cross-departmental audio awareness.

Beecave Games | Austin, TX

Composer / Sound Designer | June 2015 – April 2016

- **Creative Audio:** Co-wrote and co-produced an interactive slots musical featuring adaptive branching paths for multiple characters and cinematic cutscenes.
- **VO Pipeline:** Directed, recorded, and edited all voiceover talent and localized assets.

NetDevil | Louisville, CO

Lead Composer / Sound Designer | *January 2008 – January 2010*

- **IP Development:** Defined the sonic signature and drove the comprehensive audio direction for *LEGO Universe*, *Jumpgate Evolution*, and *Fortune Online*.
- **Middleware Systems:** Managed the internal audio team and engineered custom FMOD solutions for real-time physics and gameplay actions in *LEGO Universe*.

FUNimation Entertainment | Flower Mound, TX

Composer / Sound Designer | *October 2006 – January 2008*

- **Promotional Media:** Composed original scores and mixed sound design for 100+ high-profile anime trailers, including *Dragon Ball Z*, *One Piece*, and *Case Closed*.
- **Post-Production:** Created SFX and edited music stems for home video special features, including the critically acclaimed *Afro Samurai* (starring Samuel L. Jackson).

Education

- **Master of Music (M.M.) in Music Performance** – Texas Christian University
- **Bachelor of Music (B.M.) in Music Education** – Oklahoma Baptist University