

## 2K Marin - 2009 to Current

### Dialogue Lead

- VO preproduction, scheduling and project mapping
- develop sides, hold auditions, and cast projects
- coordinate and direct VO recording sessions
- manage implementation of VO assets
- design/direct processing and effects affecting voice assets
- identify positions, hire and manage in-house dialogue team
- source and secure voice recording studios/staff worldwide
- design and lead development of dialogue tools
- create and iterate on dialogue workflow pipeline

## KIDZ BOP, LLC – 2007-2008

### Video Game Producer

- started video game development initiative for KIDZ BOP brand
- served as creative/design director for all video games
- sourced and hired external development partners
- directed design, art, audio and tech developers
- interfaced with internal brand managers

## Razor and Tie Entertainment – 2006-2008

### New Media Producer

- worked with brand managers to develop online marketing strategies
- established, and iterated on new media workflow pipelines
- designed and maintained flagship websites (kidzbop.com, musicspace.com)
- sourced, hired and managed contractors and outsourcing teams
- designed and managed development of artist websites
- generated or directed development of creative assets
- established technical standards and code templates

## SWB Films – 2003-2006

### Sound Supervisor

- sourced, hired and managed production/post sound teams
- worked with director to establish high level audio design
- attended and reviewed mixing sessions
- worked with producers to chart and manage project budgets

GDC 2012 – AAA vs. Indie VO Showdown

GDC 2011 – VO Session Live!

PAX 2010 – Game Developers Are Not Just Programmers

NARM 2010 - The Music and Gaming Development Process

GDC 2010 - Raising the Bar: A Bioshock 2 Audio Post-Mortem

GDC 2009 – GANG Composer’s Challenge

2011 GANG Award Nominee – Best Dialogue – Bioshock 2

2009 GANG Award Nominee – Best Audio Other – Treasure Tunes

2009 GANG Award Nominee – Most Innovative Use of Audio – Treasure Tunes

2006 RIAA Certified Gold Record – Kidz Bop 10

2006 Audie Award Nominee – The Teahouse on Mulberry Street

2005 Audiofile Magazine Earphone Award – Pinned

2005 ForeWord Magazine Audiobook of the Year – Pinned

## key skills

voice casting and directing  
audio vendor sourcing  
highly organized  
extremely detail oriented  
experienced media engineer  
extensive recording experience  
creative problem solver  
passionate game developer

## software

sony creative suite  
pro tools  
sonar  
wwise  
fmod  
hansoft  
performer  
test track pro  
unrealEd

## selected projects

### XCOM

(PC/360/PS3)

Dialogue Lead

Casting/Voice Director

Additional Music Production

### BIOSHOCK 2

(PC/360/PS3)

Dialogue Supervisor

Casting/Voice Director

### TREASURE TUNES

(Web/Flash)

Creative Director/Designer

Sound Design/Music Editing

### SW: THE OLD REPUBLIC

(PC)

Additional Sound Design

Creature/Droid Voicings

### DUKE NUKEM: FOREVER

(PC/360/OSX)

Additional Sound Design

Creature Voicings/Weapons

### ALONE IN THE DARK

(PC/360/PS3/Wii)

Dialogue Recording Engineer