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EXPERIENCE

October 2014- Present

Lead Sound Designer/Audio Director – Firaxis Games (2k Games)

Baltimore, MD

-- **Undisclosed Projects (PC / Online / Switch / iPad / XBOX / PS4)**

◆ Audio Director

-- **XCOM 2 (PC / Online / XBOX 360 / PS4)**

◆ Lead Sound Designer for XCOM2 and subsequent expansion packs (War of The Chosen / Tactical Legacy Pack)

◆ Composer / Producer – Tactical Legacy Pack's XCOM Legacy Soundtrack (Released in game and on [Spotify](#) / [YouTube](#) / [BandCamp](#))

◆ Responsible for all aspects of XCOM2 sound design.

◆ Led a team of 6 sound designers.

◆ Worked closely with other team/discipline leads to achieve the desired feel for the game. (Creative Director, Art, Animation, VFX, Cinematics, Level Design)

◆ Collaborated with outsourcers to supplement internal resources to keep on project schedule (Music, Cinematics, Dialogue/VO)

◆ Audio Systems Design – Worked closely with the audio engineer to design and implement game audio systems.

-- **Civilization 6 (PC / Online / Switch / iPad)**

◆ Sound Designer on Civ 6.

◆ Responsible for design, creation, and implementation of various audio assets.

◆ Various recording sessions to supplement sound libraries in the creation of audio assets.

◆ Temp dialogue recording / voice acting for various characters in game.



May 2012- October 2014

Sound Designer – Sony Online Entertainment

San Diego, CA

-- **PlanetSide 2 (PC / Online)**

◆ Creation, implementation, and in game tuning of vehicle movement sound assets. (Assets designed for 5.1)

◆ Responsible for creation and implementation of vehicle physics sounds. (Debris, damage, impacts, suspension, and vehicle destruction)

◆ Creation and implementation of vehicle, infantry, and ground support weapon sounds.

◆ Environmental sound design for three in-game continents. (Ambiences, one-shots, environmental emitters, time of day specific ambiances)

◆ Dialog editing, mastering, and implementation.

-- **EverQuest 1 (PC / Online)**

◆ Overseeing sound designer for EverQuest 1.

◆ Character, foley, environmental, weapon, and power/spell sound design. (Sound design for 24+ characters)

◆ Worked closely with lead designer and lead animator to achieve the desired feel for the genre.

◆ Responsible for creation of audio assets using Pro Tools, Logic, Sound Forge, and Native Instruments synthesis software.

◆ Composition and implementation of "Goblin Band Song" for the Call Of The Forsaken expansion.

◆ Music editing and implementation.

-- **EverQuest 2 (PC / Online)**

◆ Worked closely with Animators, Designers and the Lead Producer to achieve the desired feel for the products.

◆ Responsible for the creation of character foley, environmental, weapon, and spell sound design. (Sound design for 20+ characters)

◆ Creation of audio assets using Pro Tools, Logic, Sound Forge, and Native Instruments synthesis software.

◆ Dialog editing, mastering, implementation, and documentation of audio pipelines.

◆ Music editing and implementation.

-- **EverQuest NEXT (PC / Online)**

◆ Recorded foley, building, and character movement sounds at Sony's SCEA Studio.

◆ Contributed to development of new tools and systems for sound design creation and implementation.



April 2012

Sound Designer– Cyber Griffin

Albany, NY

-- **Hax Attacks & Hax Attacks Christmas (iPhone / iPad)**

-- **Phishing Phrenzy (PC / Online)**

-- **Password Power (PC / Online)**

◆ Created all audio assets for all three games. (SFX and music)

◆ Worked closely with lead producer to create a unique sonic environment.



September 2011 - May 2012

Associate Sound Designer - High Moon Studios (Activision/Blizzard)

Carlsbad, CA

-- **Transformers Fall of Cybertron (Xbox 360 / PS3)**

◆ Responsible for creation and implementation of 5.1 audio assets for the multiplayer levels using Pro Tools and Unreal.

◆ Worked directly with the lead producer and cinematic director to record, select, edit, and implement all dialog for the game.

◆ Worked in tandem with the lead designer, artists, and engineers to create and implement audio (SFX, dialog, music) for Grimlock level.

◆ Fall Of Cybertron was awarded best sound design of 2012 by G4 TV's X-Play.



January 2009 - February 2011

Audio Designer - Vicarious Visions (Activision/Blizzard)

Albany, NY

-- **Undisclosed Projects (Innovation Lab)**

◆ Provided audio support for engineers, artists, and production.

◆ Responsible for conceptualizing basic design and elements of gameplay for several projects in the preproduction phase of development.

-- **Guitar Hero iPhone (iPhone / iPad)**

◆ Worked with designers and engineers to create cutting edge gameplay for the iPhone.

◆ Responsible for programming light shows, cameras, and animations for each song.

◆ Created over 66 original note tracks with unique game mechanics that benefit from the iPhone's distinct control style.

◆ Created and managed content packs to support downloadable content.





- **Transformers War For Cybertron DS (Nintendo DS)**
- ◆ Composer for the Autobots SKU. With music featured in the Decepticons SKU.
- ◆ Sound design: recreated original "transform" sound to be used in both the Autobots and Decepticon SKUs.
- **Marvel Ultimate Alliance 2 (Xbox 360 / PS3)**
- ◆ Character sound design: created foley, weapons, "power move", and "fusion" sounds for legendary Marvel characters Thor and Cable.
- ◆ Environmental sound design: created many level specific sounds. (Ambiences, doors, machinery)
- ◆ Responsible for doing sound design for several engine driven cut scenes.
- ◆ Dialogue: collaborated with game writer and former Marvel comic writer Evan Skolnick to edit and choose best lines for character VO.
- ◆ Music composition: worked with music from film composer Trevor Morris, composing original synth parts and remixing tracks.
- ◆ Created main UI menu music.
- **Guitar Hero 5 Wii Freestyle (Nintendo Wii)**
- ◆ Designed, composed, and recorded bass "funk riffs" to be used in the free style mode for Guitar Hero 5 on the Nintendo Wii console.
- ◆ Worked closely with the lead designer to create original and realistic samples. (Picking, slapping, sliding, single notes)
- ◆ Video example featuring bass playing- <http://www.vimeo.com/19171875>
- **Band Hero DS (Nintendo DS)**
- ◆ Created original note tracks specific to the Nintendo DS.
- ◆ Responsible for the creation of sounds for the UI as well as several in game level venues.

October 2008 – December 2008

Assistant Engineer - Alto Music NYC

New York, NY

- ◆ Responsible for installation and maintenance of all studio gear.
- ◆ Interfaced with high end clients including David Rosenthal. (Pianist for Billy Joel)
- ◆ Maintenance and installation of studio computers and software.

Summer 2007-2008

Intern - Cybersound Studios

Boston, MA

- ◆ Assisted on various mixing, mastering, and recording sessions. Assistant Engineer for New Kids On The Block, mix session with Donnie Wahlberg and Jordan Knight.
- ◆ Firsthand experience with many artists ranging in genres from smooth jazz to hip-hop and R&B.

RELATED SKILLS

-- Game Design Software/Engines:

- ◆ Unreal 3/4, Unity, X-Code, Fmod, Wwise, Proprietary software.

-- Music-Specific Software & Hardware

- ◆ **Hard Disk Recording:** Pro Tools, Logic, Reaper, Cubase, Digital Performer, Peak Pro, Sony Vegas, Sound Forge
- ◆ **Software Synthesizers:** Reason, Native Instruments Komplete, Zebra 2, Nord Modular G2, Tassmann
- ◆ **Control Surface & Interface Hardware:** M-Box, M.O.T.U.-828, M.O.T.U.-Light, Pro Tools 192 I/O, Pro tools HD Systems, D-Command/Icon, Yamaha O2R, Yamaha Dm-2000, S.S.L., Midi Time Piece, Triton, SSL G, API 1608, Moog Subsequent 37, Various Midi Controllers, Antelope Orion 32+, Intonato 24, Focusrite RedNet

-- Administrative Computer Applications:

- ◆ Microsoft Word, DVD Pro, Source Control (P4V, P4Win, Alien Brain)
- ◆ Web Design: Dreamweaver, Flash 8, Photoshop

EDUCATION

August 2004 – May 2008

Berklee College Of Music

Boston, MA

- ◆ **Bachelor of Arts in Music Synthesis** (Now called Electronic Production and Design) Graduated: 05/2008 Cum Laude, **GPA: 3.6**
- ◆ **B.A.S. (Berklee Achievement Scholarship)**
- ◆ **Related Coursework:** Synthesis, Advanced sampling techniques, Digital Mix Techniques, Hard Disk Recording and Non-Linear editing, Multimedia Applications, and Website Design

[Sound Design Video Demos](#)