

AARON M. WALZ

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ABOUT ME

A dependable and performance-driven sound designer, composer, and audio manager with extensive experience in audio creation and implementation, project and workflow management, and process improvement. Proven aptitude for creating high-level design for interactive and linear media and tailoring game audio for various platforms and devices. Leverages exemplary leadership, people-first management, technical, and communication skills to create high-quality sound assets and execute projects, while perpetually redefining expectations.

TECHNICAL SKILLS

Audio Implementation Middleware: Wwise, FMOD Studio, Fabric

Game Development Engines & Platforms: Unreal, Unity for AAA console, Steam/PC, mobile, VR

DAW, Plugins, Samplers & Database: ProTools, Nuendo, Audacity, Kontakt, SoundForge, iZotope, Waves, BaseHead, Soundminer

Programming and Script Languages: LUA, JavaScript, JSON, Python, HTML

Version Control and Development Software: GIT, Perforce, Tortoise SVN, Gimme, Plastic, Jira, Miro, Notion

OTHER QUALIFICATIONS

Voiceovers: Fully able to produce from start to finish – narrative, casting, directing, recording, editing, implementation, mixing

Foley and Library Work: Created 10K+ assets, using on-site recording, Foley, editing, layering, and synthetic design

Orchestration and Arrangement: MIDI. Music composition. Skilled at the integration of live instrument recordings into sampled tracks

EXPERIENCE

Senior Audio Manager / Discipline Lead, 2021-2024

RIOT GAMES, Redwood City / Santa Monica, CA

- Prototyped audio and performed IP research for R&D; creation of audio design documents in Notion, Miro and Google Suite
- Presented and garnered alignment from stakeholders, directors, and executives; delivered vertical slices and playtests.
- Collaborated with research to garner core audience audio insight from internal and external playtests and presentations.
- Composed music score for two R&D game projects in contrasting styles; produced union level voiceover talent.
- Navigated ambiguity, tech and headcount debt, and constant change of focus and strategy with creativity, patience and calm.
- Managed and mentored audio team members, protected culture, revised rituals, lead department and manager meetings.

Senior Sound Designer and Audio Lead, 2020-2021

CRYPTIC STUDIOS, Los Gatos, CA

- Audio lead for Magic Legends MMORPG, managed all sound design, music and voice over creation, and mixing/mastering.
- Implemented a multitude of sound design and music via WWISE, directed voiceover recordings, and managed contractors.
- Worked with production to create spreadsheets and develop plans to collaborate with other departments to improve process.

Lead Sound Designer, 2016-2018

TELLTALE GAMES, San Rafael, CA

- Designed and implemented sound for Minecraft Story Mode (Audio Lead), Guardians of Galaxy, Batman, and Walking Dead.
- Worked with Telltale Tool and FMOD Studio in order to implement compelling and creative sounds linearly and interactively.
- Edited and mixed dialog VO, music, and sound design to help tell immersive, moving, engaging story.

Sound Designer and Audio Project Manager, 2014-2015

KABAM, INC., San Francisco, CA

- Sound designer and engineer (games and marketing videos), composer, and voice-over producer.
- Utilized video capture tools, build testing, scrubbing, planning, middleware, implementation, testing, and integration tools.
- Performed worldwide Kabam audio project management.
- Improved multiple processes in terms of efficiency, communication, budget, pipeline, and quality.
- Coordinated all asset creation and iteration for all worldwide Kabam studios live and build games.
- Managed relationships with internal and external interdisciplinary teams consisting of legal, finance, and creative teams.
- Planned and executed 76-member orchestra recording and mixing session under budget at Skywalker Sound.

Sound Designer, Composer, Producer (Freelance), 2007-2014

WALZ MUSIC & SOUND / GAME AUDIO ALLIANCE, LLC, San Francisco, CA

- Coordinated audio assets according to developer specifications, schedules, and excellence standards.
- Oversaw communication between audio partners, contractors, and game development clients.
- Scheduled and led meetings to instruct and inform audio team and partners with information and expectations.
- Updated all project spreadsheets with deadlines, assets collected, assets needed, feedback, and client additions.
- Functioned as team leader, as well as task master for partners, several contractors, and dozens of clients.
- Facilitated negotiations and created, edited, and managed proposals, bids, contracts, invoices, and payments.
- Managed workflow and system creation to achieve optimal efficiency and developer satisfaction.

SPEAKING ENGAGEMENTS

CASUAL GAMES ASSOCIATION, **Lecturer, Advisor, Emcee, and Content Manager**, 2008-2015. Served as industry speaker/presenter, handled all administration and coaching for other audio lecturers, scheduling, PR, and emcee duties. Collected bios, headshots, session titles, summaries, presentation files, audio assets. Liaised between audio presenters and conference management (10-12 speakers and panelists per conference).

Game Audio Guest Lecturer: St. Edwards University, San Francisco State University, Sonoma State University

EDUCATION

SONOMA STATE UNIVERSITY, Rohnert Park, California • **Bachelor of Arts in Music**

HONORS & AWARDS

GDC Online Best Audio Nominee (Ravenwood Fair)

IGF Best Game Winner / ZDNet Game of Year (Hardwood Hearts)

Game Tunnel Best Sound (Aveyond)

DEMO REEL

www.aaronwalz.com