

AARON M. WALZ

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SUMMARY

A dependable and performance-driven sound designer, composer, engineer, and producer with extensive experience in audio 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 specs and limitations of various platforms and devices. Leverages exemplary leadership, 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 Platforms: Unity, Unreal for AAA console, Steam/PC, mobile, VR

Software, Plugins, Samplers: Pro Tools, Sonar, Logic, Audacity, Kontakt, Sound Forge, iZotope, Waves, BaseHead, Soundminer

Programming and Scripts: LUA, JavaScript, JSON, Python HTML

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

OTHER QUALIFICATIONS

Voiceovers: Fully able to produce from start to finish – 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: Skilled at the integration of live instrument recordings into sample tracks.

EXPERIENCE

WALZ MUSIC & SOUND, San Francisco, CA

Sound Designer, Composer, Producer (Freelance), 2007-2021

- 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.
- Performed contracted pro-audio services as an individual since 1998; created startup in 2007.

CRYPTIC STUDIOS, Los Gatos, CA

Senior Sound Designer and Audio Lead, 2020-2021

- Audio lead for Magic Legends, managed sound design, music and voice over creation, and mixing/mastering.
- Implemented sound design and music via WWISE, directed voiceover recordings, and managed contracted composer.
- Worked with production to create spreadsheet and develop plan to collaborate with other departments and improve process.
- Created, implemented, and managed thousands of assets (sound, music, and voiceovers).

RIOT GAMES, Redwood City, CA

Senior Audio Designer and Composer, 2018

- Served as music composer, sound designer, and audio programmer for all audio on Stonehearth team.
- Functioned as audio director for satellite location in Redwood City (only audio team member on project).

TELLTALE GAMES, San Rafael, CA

Lead Sound Designer, 2016-2017

- Designed and implemented sound for Minecraft Story Mode, Guardians of Galaxy, Batman, and Walking Dead.
- Worked with Telltale Tool and FMOD Studio.
- Edited and mixed dialog VO, music, and sound design to help tell immersive, moving, engaging story.
- Served as audio lead for Minecraft Story Mode.

KABAM, INC., San Francisco, CA

Sound Designer and Audio Project Manager, 2014-2015

- 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.

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 (Hardwood Hearts)

ZDNet Game of Year (Hardwood Hearts)

Game Tunnel Best Sound (Aveyond)

DEMO REEL

www.aaronwalz.com