

Nicholas D'Amato

Buffalo, New York

Experience

Raven Software | Madison, WI

Feb 2020 - Apr 2022

Audio Designer

- Projects: *Call of Duty Black Ops: Cold War*, *Warzone*, *Vanguard*, and *Black Ops 6*
- Designed sound effects for Campaign, Multiplayer, Zombies, and Warzone.
- Implemented sound assets using C-style scripting language.
- Added sounds to first-person and third-person animations via timeline.
- Used level editor to create audio zones, triggers, and other features.
- Self-managed, designed, and implemented weapon reload sounds for *Black Ops: Cold War* (40+ weapons total).
- Recorded foley.
- Selected and edited music for Warzone.
- Participated in team meetings to discuss work progress and upcoming features.
- Worked with the wider team including Design, Animation, VFX, and QA Testing.

343 Industries | Redmond, WA

Aug 2019 - Jan 2020

Sound Designer (contract)

- Projects: *Halo: Infinite* and *Halo: The Master Chief Collection*
- Designed sound effects and implemented assets in Wwise.
- Performed Spartan exertions and death vocalizations.
- Designed audio for the opening logos in *The Master Chief Collection*.

BioWare Austin | Austin TX

Sept 2018 - July 2019

Temp Audio Artist (contract)

- Projects: *Anthem* and *Star Wars: The Old Republic*
- Recorded and designed sound effects.
- Implemented sound assets in Frostbite engine using Schematics visual scripting.

Sledgehammer Games | San Mateo, CA

Oct 2016 - Sept 2017

Associate Sound Designer (contract)

- Project: *Call of Duty: WWII*
- Designed and implemented sound effects.
- Designed many important sounds for the Zombies mode including the mystery box and perk machines.
- Selected, edited, and implemented temp music for Campaign.
- Edited dialogue.

Skills

Pro Tools, Reaper, Cubase, Wwise, Unreal Engine, Unity, Perforce, JIRA, Visual Studio, Adobe Photoshop, Animate (Flash), Premiere.

Programming languages: C#, Python, Java, Actionscript 2.0 & 3.0. Some experience with C++.

Education

Vancouver Film School, Vancouver, B.C.

Program: *Sound Design for Visual Media*

Diploma with Honors (June 2016)