

Nicholas D'Amato

Buffalo, New York

Award-winning sound designer for AAA video games. Strong technical skills and deep knowledge of game design.

Experience

Raven Software | Madison, WI

February 2020 - April 2022

Audio Designer

- Projects: *Call of Duty Black Ops 6*, *COD Vanguard*, *COD Warzone*, *COD Black Ops: Cold War*.
- Designed sound effects for Campaign, Multiplayer, Zombies, and *Warzone*.
- Implemented sound assets using C-style scripting language and animation tagging.
- Self-managed, designed, and implemented weapon reload sounds for *Black Ops: Cold War* (40+ weapons total).
- Used GtkRadiant level editor to create audio reverb zones, triggers, and other features.
- Designed UI sounds for *Warzone* seasonal event. Mixed gunshots for *Warzone*.
- Selected, edited, and implemented music for *Cold War*. Selected and edited music for *Warzone*.
- Recorded foley for weapons and character movement.
- Wrote additional dialogue for *Black Ops: Cold War* campaign.
- Participated in team meetings and collaborated with other departments including Design, Animation, VFX, and QA Testing.

343 Industries | Redmond, WA

August 2019 - January 2020

Sound Designer (contract)

- Projects: *Halo: Infinite* and *Halo: The Master Chief Collection*
- Designed sound effects (explosions, abilities, UI) 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

September 2018 - July 2019

Temp Audio Artist (contract)

- Projects: *Anthem* and *Star Wars: The Old Republic*
- Recorded and designed sound effects (weapons, ambience, doors, loot chests, level events).
- Implemented sound assets in Frostbite engine using Schematics visual scripting.

Sledgehammer Games | San Mateo, CA

October 2016 - September 2017

Associate Sound Designer (contract)

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

Areas of Expertise

Pro Tools, Reaper, Cubase, Ableton Live, Wwise, FMOD, Unreal Engine, Unity, Frostbite, FabFilter, Izotope, Waves plugins, Sound Forge, Perforce, JIRA, Visual Studio, Microsoft Office (Word, Excel), Adobe Creative Suite (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)