

13+ yrs XP as a Technical Sound Designer for Activision, Digital Extremes, Fisher-Price.
2019 Webby Winner at Digital Extremes: People's Voice - Best Music / Sound Design.
2017 Innovation Award Winner at Fisher-Price: agility improvements in game development.

WORK HISTORY

Freelance Audio Developer (12/2019 - current)

Contract Technical Sound Designer and Developer working with *Flat Red Ball* on upcoming title.
Design audio systems for the FRB Engine; Implement events in C#.

Sound Designer, Digital Extremes - Warframe (03/2018 - 11/2019)

Design and implement sound for Warframe (PC, Xbox, PS4, Switch).
Create speech and sound content; Script audio events using Lua;
Design technical audio systems to solve challenges.
2019 Webby Winner "People's Voice - Best Game Music/Sound Design"

Audio Engineer, Fisher-Price, Mattel (01/2014 – 03/2018)

Game audio lead; create content, script game events (C#) and tools (JS).
Design and implement sound and speech for toys, apps, and video games.
Innovation Award for process improvements in agile game development.

Sound Designer, Clean Cuts Music and Sound (07/2012 – 12/2013)

Design & implement audio, expand game-audio services to include implementation.
Help prepare the producer team to pitch new clients for game audio services.
Served as general audio engineer for broadcast TV: Record, Edit, Mix, Master, VO
Clients: Microsoft, Sony, Big Fish, Discovery, Travel, Nat Geo

Audio Engineer / Sound Designer, Freelance (02/2011 – 06/2012)

Post-production audio engineer for 2011 Cannes Film Fest Official Selection (Short)
Contract Audio Designer for multiple mobile game titles (iOS/Android).

Sound Designer, Budcat Creations, Activision (01/2009 – 02/2011)

Produce and Implement audio for titles released on Wii, NDS, Playstation, Xbox.
Script audio events in Lua; create audio content for *Guitar Hero*, *Band Hero* titles, and several original Wii titles.

EDUCATION

Indiana University, Bloomington IN
Masters of Science, Immersive Mediated Environments (2007)
Bachelor of Arts, Telecommunications - Audio Production (2005)
Associate of Science, Recording Arts - Audio Technology (2005)

SKILLS & TOOLS

Lua, C#, JS, HTML, CSS, XML, Visual Studio, Git, Perforce, Jira, MS Office, Google Docs, Google App Script, Mac OS, Windows OS, Unity 3D, Unreal.

SELECTED CREDITS

Released Games: Warframe (PC, XB1, PS4, Switch), Watch Your Words (Alexa), SpellWeaver TCG (PC), Smart Cycle Shimmer & Shine (iOS, Android), SpongeBob Deep Sea (iOS, Android), Barbie Dreamtopia (iOS, Android), Sonic Boom Shattered Crystal (NDS), Fetch (iOS), Adera (PC), Our House Party (Wii), Top Shot Arcade (Wii), Pix Maze (iOS, DSi), Guitar Hero: Metallica (Wii, PS2), Guitar Hero 5 (PS2), Band Hero (PS2).

MEMBERSHIPS, CONFERENCES, APPEARANCES

Game Audio Network Guild Member, AES Member, GDC Attendee '07, '09, '10, '15, AES Attendee '10, '13, 2010 Activision Audio Summit, TennoCon 2018, 2019. Guest speaker at RIT Magic Spell Studios 2019. 2020 Global Game Jam participant.

EXHIBITIONS / AWARDS

2019 Webby People's Voice Award "Best Music/Sound Design", 2015 Innovation Award at Fisher-Price, 2013 Animation Block Party Fest, 2011 Cannes Film Fest Official Short Film Selection, 2011 Regional Emmy Nominee, 2007 GDC Indie Game Exhibitor.

INTERESTS

Agile Software Development, DSP, Verbal Interfaces, Web Development, Web Audio, Technical Sound Design, Arduino, Procedural Audio, Sonification, Audio UI/UX, VR.

CONTACT

Email: mr.carlton@gmail.com

Portfolio: <http://marccarlton.com/>