

Rev. Dr. BRADLEY D. MEYER

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Objective:

Obtain long term employment at lead, senior, or director level with a studio committed to quality and innovation in audio.

Employment:

11/08 – 12/09 Audio Director

1/06 – 11/08 Lead Sound Designer

Shaba Games/Activision, San Francisco, CA

- Audio Department Lead responsible for spec, sound and music design, scripting and implementation, contract coordination, scheduling and budgeting
- Maintenance and creation of all audio related design documents, schedules, and budgets
- Tasking sound designers, audio programmer and mentoring junior staff
- Assess new technologies and tools
- Hire and train other team members in necessary tools and scripting languages

3/01 – 1/06 Senior Sound Designer

Konami Digital Entertainment, Honolulu, HI

- Audio Lead on one to two simultaneous projects responsible for spec, scheduling, design, integration oversight, and music direction
- Wrote and/or proofed all game scripts, and casted, coordinated and directed voice talent for all projects
- Assessed or designed new technologies and tools and trained other team members
- Managed relationships with contractors, negotiated bids and ensured milestone deliveries
- Assisted other sound designers with projects as needed

3/99 - 3/01 Senior Sound Audio Designer

3/98 - 3/99 Associate Sound Designer

Berkeley Systems Incorporated, Berkeley, CA

- Responsible for all sound issues from design to spec to execution of music, sound effects and voice with additional game design assistance
- Developed relationships with third party technology providers
- Managed, designed, and budgeted all sound related issues
- Established and managed the Video Editing department

Education:

8/94 - 5/97 University of California at Berkeley, Berkeley, CA

Bachelor of Arts in Mass Communications

awarded with high honors 5/22/97

Honors Thesis: Determining the Psychological Effects of Violence in Graphic Films

Selected Credits:

- **DJ Hero** (2009) [X360/PS3/Wii/PS2]
- **Spider-man: Web of Shadows** (2008) [X360/PS3/Wii]
- **Marvel Ultimate Alliance DLC/Gold Edition** (2006) [X360]
- **Shrek the Third** (2006) [X360/PS2/Wii]
- **Tony Hawk's Project 8** (2006) [PS2/Xbox]
- **Ys VI: The Ark of Napishtim** (2005) [PS2]
- **Dance Dance Revolution Ultramix 1, 2, and 3** (2003/2004/2005) [Xbox]
- **Lost in Blue** (2005) [DS]
- **Frogger Helmet Chaos** (2005) [DS, PSP]
- **Teenage Mutant Ninja Turtles: Mutant Melee** (2004) [Xbox, PS2, Gamecube]
- **Frogger Beyond** (2002) [Xbox, Gamecube, PC]
- **ESPN MLS Extratime 2002** (2002) [Xbox, Gamecube]
- **Frogger's Adventures: Temple of the Frog** (2001) [GBA]
- **Jurassic Park III: The DNA Factor** (2001) [GBA]
- **Orcs: Revenge of the Ancient** (1999)[*cancelled*] [PC]
- **Get the Picture** (1999) [PC online]

Publications/Presentations:

- SoundSeed Impact review, April 2009, Game Developer Magazine
- *Sound Concepting: Selling the Game, Creating its Auditory Style*, 12/16/2008, Gamasutra.com (reprinted in *Animation Today*, November 2009)
- *Spider-man: Web of Shadows - An Audio Postmortem*, 12/5/08, Wwise Roadshow/G.A.N.G. meeting, San Francisco, CA

Selected additional experience:

- Sound supervisor and canyoneer for documentary *Looking Down Canyon* (2009, DV, directors: Sati and Melody Shah)
- Designed video game sound design curriculum for Pyramid school (2006)
- Engineer and sound design for Fresh Robots sketch comedy group (1999-2001)
- Engineer and sound effects for Twist-Off Cabaret sketch comedy group (1998-1999)

Skills:

- **Audio:** ProTools, Logic Pro, Cubase/Nuendo, Sound Forge, Peak, Native Instruments, Waves, UAD, etc.
- **Middleware:** Unreal Engine 3, Unity3D, Wwise, Xact, FMOD, NitroComposer, Scream, and multiple proprietary engines, tools, and scripting languages
- **Scripting:** basic scripting: unrealscript, javascript, Lua, C, and C# knowledge and experience
- **Sound Technologies:** surround mixing, sound reinforcement, synthesis creation and manipulation, field/foley recording, microphone placement, sound effects database cataloging, voiceover direction, music editing, mixing, and mastering

Additional Skills/Training:

- Zenger Miller Managerial Training (1998)

References:

Chris Scholz	Burke Drane	Jun Funahashi
Studio Head	Head of Production	former Audio Manager
Shaba Games	Shaba Games	Konami Digital Entertainment
San Francisco, CA	San Francisco, CA	Honolulu, HI
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