

NICK BRAUN

17634 NE Union Hill Rd #215 Redmond, WA 98052
www.nickbraunsound.com
nickabraun@gmail.com
614-205-3430

QUALIFICATIONS

Forward thinking audio lead experienced with driving new audio procedures and technology for the Microsoft HoloLens
Proven leader, comfortable giving and receiving feedback across multiple disciplines
Strong advocate for audio who excels at facilitating interdepartmental communication
Possess an exceedingly high quality bar, having worked on AAA titles for Microsoft and Warner Brothers Games
Proficient in many game engines including Unity 3D, Unreal, Infernal and several proprietary engines
Expert with Audio Kinetic's Wwise with over fifteen shipped titles using Wwise
Ten years of game audio experience with nearly twenty shipped titles as a technical sound designer

EXPERIENCE

Senior Audio Designer (October 2016 - Present)

WB GAMES – MONOLITH, Kirkland, WA

Possess ownership over many areas and assign tasks to deliver a polished, AAA audio experience
Provide feature sign off for critical areas of audio design
Design and direct the creation of new audio systems
Inspire and provide mentorship to junior and mid-level team members
Advise and help team to design and improve proprietary tools

Audio Lead (March 2015 - July 2016)

MICROSOFT, HoloLens Team

Oversee aesthetic development of audio for all products developed by the team
Collaborate with art, design, programming and creative director to deliver cutting-edge AR and VR experiences for HoloLens
Manage relationships with freelance audio talent including voice actors, composers, and audio design houses
Develop design documents and audio targets to properly scope project goals and budget
Create and evolve forward-thinking audio features tailored to AR/VR including 3D spatial sound
Inform and guide the hardware development team by creating audio experiences that push the limits of the audio hardware

Audio Director (October 2015 - July 2016)

PUMP ACTION GAMES, Seattle, WA

Own audio direction of all projects from concept to completion
Collaborate with other members of the leadership team to create cohesive, immersive products across all disciplines
Source and direct freelance audio talent including voice actors, composers, and audio designers

Managing Owner (March 2013 - March 2015)

PODUNK'S BAR & GRILL, and JUST OFF MAIN PUB, Columbus, OH

Built, trained and managed two staffs of over 10 team members each
Ordered and managed liquor, food and supply inventories and performed daily audits to reduce shrink
Obtaining and kept in good standing all licenses including liquor, food and vendors licenses

Technical Sound Designer (March 2009 - March 2013)

HIGH VOLTAGE SOFTWARE, Hoffman Estates, IL

Recorded, edited and mixed sound effects, dialog and music for dynamic integration into gameplay
Implemented audio using scripts, animation triggers, VFX, physics files, level editors and C++ code
Shipped over ten games for many platforms including PC, PSP, PS2, Wii, Xbox 360, PS3, 3DS, IOS and Android

EDUCATION

Bachelor of Music Industry and Media (2005)

CAPITAL UNIVERSITY, Columbus, Ohio

Classical Piano Performance

Public Relations Minor