

Brian Dutton

Sound Design & Composition

Demo Reel: www.briandutton.com/demo

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Professional Experience

dSonic Inc., Boston, MA

09/2010 - Present

Sound Designer

Spec Ops: The Line (2K Games, June 2012)

- Sound design of in game events, cinematic cutscenes, sandstorms, weapons, vehicles, ambience, impacts, character movement
- Audio implementation and Kismet scripting in Unreal Engine using FMOD
- Audio lead for Cutscenes and Multiplayer portion of game, as well as DLC packs 2 and 3
- Field recording of sound effects
- Editing VO sessions, Creating/mixing music and sfx for Bink videos
- Responsible for audio related memory optimization and QA bug fixes

Eve Online updates- Incursion, Incarna, Inferno (CCP, 2011-2012)

- Sound design of new weapons, turret movement, cyno beacon
- Mining sounds and character movement/footsteps
- Captain's Quarters ambience and Battle ambience

Dust 514 (CCP, Fall 2012)

- Sound design of weapons, vehicles, impacts, explosions, ambience
- Audio implementation using Wwise
- VO auditions directing and recording

Kingdom Under Fire 2 (Blue Side Inc, Fall/Winter 2012)

- Sound design of monsters' vocalizations, spells/special skill moves, weapons, impacts

Dishonored (Arkane Studios, October 2012)

- Sound design/composition of ambiences

Ruined Online (Big Point, 2011)

- Sound design of weapons, impacts

IP Development/Programming

- Development of in house IP, an iOS game using a proprietary game engine
- Coding of gameplay logic, user interaction, audio, animation, particle effects, other visuals
- Created in depth documentation and training videos on using game engine
- Worked with programmers to develop features integral to the games functionality
- Bug testing of game engine and app features

Intern

- Received hands on training in game audio production and implementation

Sound Design/Composition

- Composition and sound design for mobile game *Smuggle Truck*

Other Relevant Experience

- Web design, online sfx store setup for dSonic, Inc. (2011-2012)
- Composition, VO recording for weekly web series *Sports Talk Weekly* (2007-2010)
- Composition, VO recording for short *The Ropeswing* (2007), BS Animation
- Composition/arrangements for Paul Cote's Beautiful Big Band (2003-2007)

Education

Berklee College of Music, Boston, MA

1997-1999, 2008-2010

- B.F.A, Cum Laude, Electronic Production and Design major
- Completed thesis *The EWI Project* under guidance of Dr. Richard Boulanger
- Studied synthesis, sound design, composition, audio production, scoring to picture
- Dean's List Fall '08, Spring '09, Summer '09, Fall '09, Spring '10, Summer '10, Fall '10
- Berklee Achievement Scholarship recipient

New York Film Academy, New York, NY

09/2007

- Certificate for 160 hour 3D animation course
- Character design, modeling, lighting, and animation using Maya, editing using Adobe Premiere

Related Skills

- Pro Tools, Sound Forge, Logic, Vegas, Complete
- Unreal Engine, Perforce, Test Track Pro
- Designed, built, and programmed an innovative MIDI controller using Arduino and Processing
- Max/MSP and Csound, basic C programming
- Excellent organizational skills
- Orchestration and Conducting
- Self-starter able to work independently