Damian Kastbauer
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PopCap Games

Franchise

Plants vs. Zombies 2
Bejeweled Blitz
Peggle2
Solitaire Blitz

Technical Sound Design Consultant
2013 - Present

Remote and on-site technical sound design and pipeline integration across all projects. Working with teams to promote the consistent use of Wwise methodologies and best practices. Implementation across all projects.

Visceral Games
Technical Sound Design Consultant
2012

Dead Space 3

On-site integration utilizing proprietary tools and technology. Comprehensive asset management, contractor liaison, and technical sound design.

Audiokinetic
Technical Sound Documentation
2012

Wwise Project Adventure

Created comprehensive handbook for creating interactive audio using the Wwise game audio authoring application.

Secret Identity
Technical Sound Design Consultant
Summer 2012

Marvel Heroes (PC/ X360/PS3)

Assisted with on-site voice pipeline implementation using Wwise in conjunction with Unreal.

2k Marin
Technical Sound Design Consultant
Spring 2012

XCOM: The Bureau

Provided on-site consultation and recommendations for workflow and pipeline adjustments in conjunction with middleware game audio and game design tools. Included education initiative and technical documentation.

Naughty Dog
Technical Sound Designer
Contracted through Sony
Fall 2011

Uncharted 3 (PS3)

On-site technical assistance utilizing Sony's SCREAM audio middleware. Navigated proprietary in-house workflow and pipelines to enable sound for scripted cutscenes, animations, and physics systems.

Sony
Technical Sound Designer, Wwise Specialist
Contracted through Sony
Spring 2011

Infamous 2 (PS3)

On-site technical assistance utilizing Wwise audio middleware during the "mix" phase of Infamous 2. Supported the creative vision of Sucker Punch's audio team through: implementation techniques, resource management, and interactive mix decisions remotely with the team at Sony Foster City.

LucasArts
Technical Sound Designer
Contracted through Bay Area Sound
Spring 2010 – Fall 2010

StarWars: The Force Unleashed II (X360/ PS3)

On-site technical assistance utilizing Wwise audio middleware to support: multiple physics implementations, visual effects, scripting, mixing, content wrangling, and memory management.

Audio Implementation, Technical Audio Consultant
Tool Design
Contracted through Bay Area Sound
Spring 2007 – Spring 2008

StarWars: The Force Unleashed (X360/ PS3)

I assisted in the development of a proprietary audio engine and toolset used to unleash the Force. Served as primary implementer for the DMM and Havok physics systems, footsteps, bodyfalls, VFX, and ambient systems. In addition to managing SoundBanks, platform specific compression, and memory management.

Telltale Games

Episodic

Fall 2010 – Fall 2011	**Jurassic Park (PC/Mac/X360)**
Fall 2010 – Summer 2011	**Back to the Future (PC/ Mac/ iOS)**
Summer 2011 – Summer 2011	**Puzzle Agent 2 (PC/ Mac/ iOs)**
Fall 2009 – Fall 2010	**Sam and Max Season 3 (PC/ Mac/ PSN/ iOS)**
Fall 2009 – Fall 2010	**Puzzle Agent (PC/ Mac/ iOS)**
Fall 2009 – Fall 2010	**Tales of Monkey Island (PC/ WiiWare)**
Fall 2008 – Fall 2009	**Wallace & Gromit's Grand Adventure (PC/ XBLA)**
Summer 2008 – Fall 2008	**Strongbad's Cool Game (PC/ WiiWare)**
Fall 2007 – Spring 2008	**Sam and Max Season 2 (PC/ XBLA)**

Audio Implementation
September 2007 - 2011

Sound spotting and implementation for Telltale's quick turnaround episodic adventure games. Working remotely using proprietary tools in conjunction source control.

LucasArts

Technical Sound Designer, Wwise Specialist
Contracted through Bay Area Sound
Winter 2009 – Fall 2010

Star Wars: The Old Republic (PC)

Assisted in the development and implementation of various audio systems using Wwise audio middleware remotely in conjunction with content created by BASound.

BackBone Entertainment

Midi Note Re-Authoring
Contracted through Harmony Machine
Fall 2008 – Fall 2009

RockBand Unplugged/ Lego (PSP/ NDS)

Midi Note Re-Authoring for PSP & Nintendo DS version of RockBand & DLC using Midi authoring software.

Pandemic Studios

Technical Sound Designer, Wwise Specialist
Contracted through Bay Area Sound
Fall 2007 – Fall 2009

The Saboteur (X360/ PS3)

Remote audio implementation utilizing Wwise audio middlware to integrate assets. Managed local builds via Perforce using proprietary tools. Specialized in vehicle & physics system design, weapons, and Foley implementation.

Autumn Moon Entertainment

Audio Implementation, Technical Audio Consultant
Contracted through Bay Area Sound
Fall 2007 – Fall 2008

A Vampyre Story (PC)

FMOD engine set-up and system design using FMOD designer, sound tagging for VFX & animations for this independently developed adventure game.

THQ/ Nihilistic Software Inc.

Audio Implementation, Technical Audio Consultant
Contracted through Bay Area Sound
Winter 2006 – Summer 2007

Conan (X360/ PS3)

I worked as a contractor in-house at the developer during production as an audio implementer using FMOD and it's provided Designer toolset. I implemented an interactive music system, a multi-layered combat/ weapon system, managed sound bank data, and drove the creation of an in-game debug menu.

Game Audio Podcast   Co-Founder

Published Articles

Game Developer Magazine – Aural Fixations Monthly Column
Designing Sound - Audio Implementation Greats Series
Mix Magazine - Game Audio Basics Article

Public Speaking

Game Developers Conference
For the Love of Spreadsheets (2013)
Racing Game Sound Study (2012)
Footsteps and Movement Informal Sound Study (2011)
Co-Presenter: Sound Wars: The Physics Unleashed (2009)

Audio Engineering Society
Media Evangelist: London Audio for Games Conference (2013)
History of Game Audio Toolsets (2011)
Co-Presenter of: Physics Psychosis (2010)

Institute of Production Recording
Adjunct Faculty for Game Audio class using Audiokinetic's Wwise

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