

**Damian Kastbauer**  
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<http://soundfx.lostchocolatelab.com>

### **LucasArts**

Audio Implementation, Technical Audio Consultant  
Contracted through Bay Area Sound  
January 2009 – Present

### **Star Wars: The Old Republic (PC)**

I am currently working as a contractor assisting in the development and implementation of various audio systems using wWise remotely.

### **Telltale Games**

October 2008 – August 2009  
July 2008 – November 2008  
September 2007 – March 2008  
Audio Implementation  
September 2007 - Present

### **Tales of Monkey Island (PC/ WiiWare)**

Wallace & Gromit's Grand Adventure (PC/ XBLA)  
Strongbad's Cool Game (PC/ WiiWare)  
Sam and Max Season 2 (PC/ XBLA)  
I'm working on implementation and sound spotting duties for Telltale's quick turn around episodic adventure games remotely using their proprietary toolset, engine, and source control.

### **BackBone Entertainment**

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

### **RockBand Unplugged/ Lego (PSP/ NDS)**

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

### **Pandemic Studios**

Audio Implementation, Technical Audio Consultant  
Contracted through Bay Area Sound  
November 2007 – October 2009

### **The Saboteur (X360/ PS3)**

Remote audio implementation utilizing the wWise toolset to integrate assets, and Perforce to maintain Source Control and manage local builds. Specializing in vehicle system design, weapons, physics system design, Foley, and taking advantage of the advanced parametrization functionality available within the tool.

### **MindFuse Games**

Sound Supervisor  
Audio Implementation, Technical Audio Consultant  
Contracted through Bay Area Sound  
May 2009 - July 2009

### **Gatheryn (PC)**

Developed and helped define systems for implementing sound using the Hero Engine and Microsoft's Direct Music Producer. Supervised Sound Design and Music Services.

### **Planet Moon Studios**

Sound Supervisor  
Contracted through Bay Area Sound  
April 2009 – June 2009

### **Drawn to Life: The Next Chapter (Wii)**

Supervised all sound asset creation according to developer specification, and delivered on schedule for integration into game.

### **LucasArts**

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

### **StarWars: The Force Unleashed (X360/ PS3)**

I assisted in the development of the audio engine and toolset in order to unleash the Force on current gen consoles. I served as the primary implementer for the DMM and Havok physics systems, footsteps, bodyfalls, VFX, and ambient. In addition to managing SoundBanks, platform specific compression, and memory management.

### **Autumn Moon Entertainment**

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

### **THQ/ Nihilistic Software Inc.**

Audio Implementation, Technical Audio Consultant  
Contracted through Bay Area Sound  
December 2006 – July 2007

### **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.

### **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 oversaw the creation of an interactive music system, a multi-layered combat/ weapon system, managed all sound bank data, drove the creation of an in-game debug menu, and managed & implemented localized voice assets in 5 languages.

## **Published Articles**

### **Mix:Game Audio Basics**

[http://mixonline.com/post/features/audio\\_start\\_engines/](http://mixonline.com/post/features/audio_start_engines/)

### **Gamasutra:The Next Big Steps In Game Sound Design**

[http://www.gamasutra.com/view/feature/4257/the\\_next\\_big\\_steps\\_in\\_game\\_sound\\_.php](http://www.gamasutra.com/view/feature/4257/the_next_big_steps_in_game_sound_.php)

### **Designing Sound: Audio Implementation Greats: Series**

<http://designingsound.org/tag/audio-implementation-greats/>

## **Education**

### **Institute of Production Recording**

January 2010 – March 2010

Adjunct Faculty for a Game Audio class utilizing Audiokinetic's Wwise in a hands-on project based curriculum.

### **Austin Game Developers Conference**

September 2009

Co-Presenter of: Sound Wars: The Physics Unleashed, and overview of physics sounds and systems implemented in Star Wars: The Force Unleashed.

## **SKILLS**

Project Management  
Organizational Skills  
Dependability  
Brainstorming  
Accountability  
Problem Solving  
Conflict Resolution  
Detail Oriented

## **SOFTWARE**

Wwise  
FMOD  
Direct Music Producer  
OpenAL  
Source Engine  
BINK  
Hero Engine  
Source Control

## **REFERENCES**

Julian Kwasneski, Bay Area Sound  
David Collins, Lucasarts  
Dave Levison, Harmony Machine

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