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Summary

A passionate Sound Designer that loves to create new sound worlds for computer games with a strong background in recording, sound design, mixing (music and post production) as well as audio direction and game content creation. A communicative team player that strives for well-focused, innovative and high quality games, based on a long working experience in the gaming industry.

Work Experience

March 2006 - Present Sound Designer at Replay Studios GmbH, Hamburg, Germany

- Currently Sound Designer on unreleased role playing game, using Unreal3 technology
- Sound Designer and Audio Director on “Velvet Assassin”, a WWII stealth action game for Xbox 360 and PC
- Sound Designer on released first person shooter for Xbox 360 and PC

Responsibilities

- Design and creation of the game audio content including Recording (up to Surround)
 - SoundDesign using various techniques and tools
 - Mixing (Protools 7/8, Samplitude 10Pro, Logic Pro)
 - Implementation using FMOD, Unreal Technology
- Content creation with focus on mix of 5.1 Surround ambience and 3D-sound
- Integration of all audio content into the game using FMOD and 3dsmax (Level integration)
- Direction of music outsourcing as well as voice over recordings for the main character and additional NPC roles.
- Initial implementation of the audio middleware FMOD including script bindings.
- Evaluation of audio middleware technology for future projects.
- Evaluation of Unreal3 technology for sound design, editing (level editing) and implementation

Achievements

- Created driving and haunting audio environments for the game “Velvet Assassin”
- Creation of all needed sounds for three high quality computer games, including ambiances, positioned sounds, user interface and weapon sounds as well as music and voice-overs.
- Created real-life and composed surround ambiances for all game levels. Did field recordings on a very high quality with less post production needed before implementing them into the game.
- Created complex sounds based on modular sound creation systems
- Increased knowledge base on ongoing implementation of audio content through a middleware. Learned valuable lessons during the production.
- Proved to be able to create high quality even under tight schedules and pure working environments.
- Autonomously resolved problems of synchronizing work on game levels between audio and level design department.

Audio Reviews “Velvet Assassin”

“In terms of audio, the game has some of the best.”, *Gamesindustry*

“From the sound of enemies humming as they do their patrols to the sound of you grunting in your gas mask when you're shot with it on, the sound effects sound realistic and help to plant you firmly in the game.”
Gamevortex

“VA features amazing audio. ... The music in the game is often suspenseful and tense and responds appropriately to the action on screen. Add to all of this an impressive array of ambient audio effects and VA stands out as a game with exemplary sound.” *That Gaming Site*

2003 – Dec 2005 Tools and Level Programmer at IO-Interactive A/S, Copenhagen, Denmark
Tools/Game Programmer on “Hitman Bloodmoney”, an AAA title for PC and Playstation 2

September 2001 – August 2003 Games Programmer at Electronic Arts, Germany
Game Programmer for AAA PC title “Total Club Manager 2002-2004”

August 1999 – September 2001 Software Engineer/Designer at Defence Ministry Germany
Application Engineer for the new major human resources management system

June 1994 – July 1999 Officer of the Armed Forces Of Germany at Army/Air Force
Career from 2nd Army Sgt. to Lieutenant of the AirForce

Technical Skills

Audio Creation Applications

- DAW Software
 - ProTools 7/8
 - Samplitude 10 Professional
 - Others like Cubase, Logic or Ableton Life
- Audio Editing Software
 - Wavelab
 - Acon Digital – Acoustica
- Modular Audio Creation Tools
 - Plogue Bidules
 - Max/Msp
 - Other

Audio Creation Techniques

- **Sound Design for Computer Games**
- Field Recording
- Studio Recording
 - Consoles
 - AWS 900+
 - Digidesign ICON
 - Instrument Recording
 - Foley
 - Voiceover for different languages
- Mixing
- Cutting
- Audio Postproduction for Film/Cutsequences
- Mastering for Console Release
- Editing and Implementation of different audio languages for localization
 - Velvet Assassin (english, german, russian, japanese)
 - FPS (english, german)

Audio Collaboration

- Communication with external music providers
- Contract negotiation
- Planning and executing outsourcing of asset creation

Audio Implementation

- Planning and Execution of Audio-Implementation
- Library Integration using FMOD
- Game Integration using Unreal Technology

Soft Skills

- Strong Teamplayer
- Good communicator and connector
- Efficient worker with passion for his job
- Working hard and concentrated under tight time schedules
- Willing to work over hours to meet milestone targets
- Able to work in the direction of game design and project management

Education

2006 – 2007 SAE College – Hamburg
Audio Engineering Diploma

2001-2003 Georg-Simon-Ohm Berufskolleg - Cologne
Fachinformatiker für Anwendungsentwicklung (IT-Specialist for Application Development)

Language Skills

- German: Native language
- English: Fluently written and spoken
- Danish: Conversation level