Christopher Prunotto

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EXPERIENCE

Sound Designer
People Can Fly (May 2021 - Present)

• Specialization in material response and acoustics, UI audio, and multiplayer audio on *Gears of War: E-Day*.
• Sound design contributions to scripted campaign moments, creatures, and weapon elements on *Gears of War: E-Day*.
• Built *Project Bifrost*'s early production-stage audio pipelines, emphasising scalability for a procedurally generated world.
• Collaborated with art and design leadership to develop early aural aesthetic explorations, design pillars, and initial feature-set for the project's prototype and eventual vertical slice on *Project Bifrost.*
• Contributed to procedural audio systems for *Project Dagger*, with a specific focus on player-creature interaction system..
• Led two internal workshops and training sessions on in-house audio tools, with a special focus on providing QA teams with the knowledge to deliver higher-quality audio bug analysis and faster, more accurate logging.

Key Projects:

- *Gears of War: E-DAY* (Sound Design, Unreal Engine 5, Wwise Audio)

Sound Designer
Phosphor Studios (January 2017 - July 2020)

• Sole audio owner on up to two concurrent projects at a time, working with production to meet deadlines.
• Worked closely with high-profile license holders (FOX, Games Workshop, Universal Studios, etc.) to ensure the audio experience for each title exceeded brand expectations, often implementing feedback directly from stakeholders.
• Collaborated with engineering to create reusable audio implementations that worked consistently across projects.
• Coordinated an external contractor to ensure we received quality results that met deadlines.
• Mentored and directed a junior Sound Designer for *Days of Doom*'s sound design, advising when needed.

Key Projects:

- *PREDATOR VR* (Unreal Engine 4, Wwise Audio)
- *Warhammer 40,000: Dakka Squadron* (Unreal Engine 4, Native Unreal Audio)
- *VRSE: Jurassic World* / *VRSE: Batman* (Unity Engine, Master Audio)

Contract Sound Designer
Unlock Audio (October 2019 - May 2021)

• Principal sound effects designer for Unlock Audio's various clients.
• Establishment of Best Practice models and training, developing the team and its workflows from the ground up.

Key Projects:

- *Toy Story* (Jersey Jack Pinball Machines, Sound Design Only)
- *Project A* (Lionheart Studios, Sound Design Only)
- *Sheba: A New Dawn* (Kashkool Games, Unity, Sound Design and FMOD implementation)

Self Employed (2010 - 2017)

Key Projects:

- *Chocolate Attack! An Interactive Picture Book* (Appalogue Entertainment, Sound Design)
- *WilsonX Connected Basketball App* (Wilson Sporting Goods, Mobile, Wwise Integration)
- *Color Rapids* (Rapid Learning Series, Voice Recording, Sound Design)

SKILLS & SOFTWARE

Digital Audio Workstations: REAPER, Nuendo, Pro Tools, Ableton Live, Davinci Resolve
Game Engines and Tools: Unreal Engine, Wwise Audio, Unity3D, FMOD, O.B.S.
Programming: Blueprint, C++, C#, UnityScript, Python, SQL

EDUCATION

Codecademy • Completion of the C++ Course Catalogue (2020)
Columbia College Chicago • BA - Interactive Arts and Media (2013)