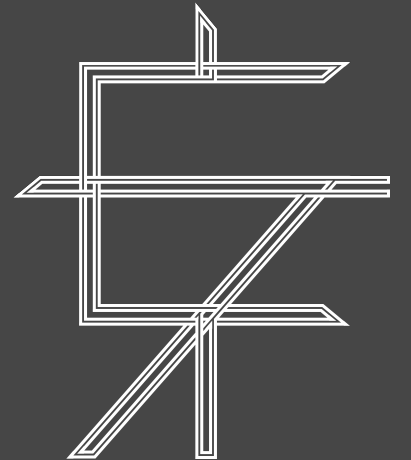


ETHAN W KAMPA

AUDIO DESIGNER



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PROJECTS LIST

SOLO DEVELOPER

Filled all roles for the development of an audio-only adventure game for mobile, entitled *Sonarium*

Drafted design documents, story bible, production timeline and SWOT analysis

Programmed all gameplay and systems in C#

Created all sound design assets by foley recording, synthesis, and manipulation of pre-recorded sources

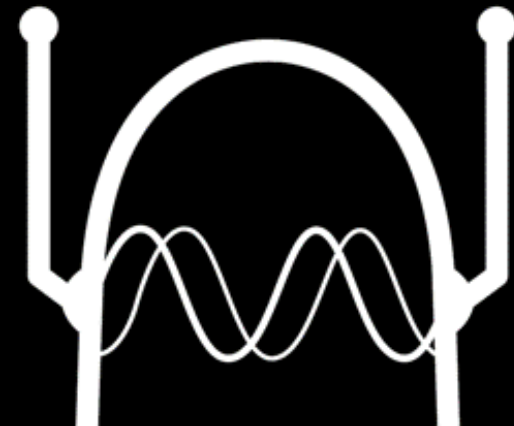
Composed an original score and implemented stems in Wwise Interactive Music hierarchy to create a seamless music experience

Maintained post-release support, bug fixes, and community engagement

Garnered an accolade of being number 9 in the *Top Ten Local Austin Video Games* list by the Austin Chronicle

SONARIUM

SONARIUM



AUDIO LEAD

Filled all audio roles on the PC VR title, *Super Kit: TO THE TOP*

Implemented all technical audio design systems in Unreal Blueprints: from dynamic ambience elevation systems, to interactive music systems

Created all sound design assets by foley recording, synthesis, and manipulation of pre-recorded sources

Maintained Wwise Unreal Engine integration

SUPER KIT: TO THE TOP



AUDIO DESIGNER

Solely responsible for the audio content optimization in Miles Studio of *Apex Legends* for Nintendo Switch

Reduced size on disk by over half through careful compression setting selections

Mixed down multi-layered, dynamic weapon sound events and multi-channel audio sources to reduce voice counts and channel mixing overhead

Optimized convolution reverb impulse responses and effect settings for cheaper CPU usage

Rebalanced priority classes and voice limits to ensure players always are receiving the most pertinent sonic information in light of the fewer allowed voices

Troubleshooted and successfully resolved bugs and other issues

APEX LEGENDS

APEX
— LEGENDS™ —



AUDIO DESIGNER

Solely responsible for the Wwise content optimization of *DOOM Eternal* for Nintendo Switch

Designed and implemented a dynamic voice limiting system in which the output of the important buses reduced the voice limits on other buses of lesser priority

Optimized algorithmic reverb effects for CPU optimization

Made changes to priority settings and instance limits where necessary

Mixed down blend containers and multi-channel audio sources to reduce voice counts and channel mixing overhead

Troubleshooted and successfully resolved bugs and other issues

DOOM ETERNAL



AUDIO DESIGNER

Solely responsible for the Wwise content optimization of *Wolfenstein: Youngblood* for Nintendo Switch

To reduce voice counts, complex dynamic weapon upgrade system blend containers, each varied by separate RTPCs, were sampled and mixed down at each upgrade interval. Resulting mix downs were reimplemented in nested switch containers driven by the same upgrade RTPCs

Optimized convolution reverb settings for lighter CPU usage

Made changes to streaming settings, priority, and instance limits where necessary

Thinned out random container variations to better conserve on runtime memory usage

Troubleshooted and successfully resolved bugs and other issues

Optimizations made were used by other platforms, as well as on another title, *Wolfenstein: Cyberpilot*

WOLFENSTEIN: YOUNGBLOOD



AUDIO DESIGNER

Solely responsible for audio design, reimplementation, and optimization of *Hob: The Definitive Edition* for Nintendo Switch

Over 130 events were absent from the FMOD Studio project available at the time of the port. This required repopulating the events with source assets which were extrapolated from the bank files or recordings captured from within the game editor

Made changes to streaming settings, priority, and instance limits where necessary

Designed and implemented HD Rumble assets in OGRE logic trees and XML script. Wrote batch files to convert raw wave files to Nintendo's binary vibration file format

Composed an original stinger for the in-game "butterfly" currency

Troubleshooted and successfully resolved bugs and other issues

HOB: THE DEFINITIVE EDITION



AUDIO DESIGNER

Solely responsible for audio content creation and implementation on *Torchlight II (Console)*

Reimplemented existing UI audio to pair with new UI flows required for console controller input

Designed and implemented audio assets for additional pets that were added to the title for the console release

Performed several mixing passes on the title to provide greater mix clarity for player focus and conform with platform loudness standards

Troubleshooted and successfully resolved bugs and other issues

TORCHLIGHT II



AUDIO DESIGNER, PANIC BUTTON

NINTENDO SWITCH

Apex Legends

DOOM Eternal

Torchlight II

Wolfenstein: Youngblood

Hob: The Definitive Edition

SONY PLAYSTATION 5

Star Wars Jedi: Fallen Order

MICROSOFT XBOX SERIES X

Forza: Horizon 4

Star Wars Jedi: Fallen Order

SONY PLAYSTATION 4

Torchlight II

MICROSOFT XBOX ONE

Torchlight II

QUALITY ASSURANCE, PANIC BUTTON

NINTENDO SWITCH

Warframe

Wolfenstein II: The New Colossus

Doom (2016)

Rocket League

SONY PLAYSTATION 4

Subnautica

To The Top (PlayStation VR)

Primal Carnage: Extinction

MICROSOFT XBOX ONE

Subnautica

PROJECTS

PROJECTS

SOLE PROPRIETOR, STUDIO 5-27A

VIDEO GAMES

- Super Kit: TO THE TOP* (PC VR)- Composer/Audio Designer/Technical Audio Designer — 2022
- Outer Place* (Game Jam - PC)- Composer/Audio Designer/Technical Audio Designer — 2021
- Unbroken* (Game Jam - PC) - Composer/Audio Designer/Technical Audio Designer — 2020
- Homeward Dash: The Shortcut* (Game Jam - PC) - Composer/Audio Designer/Technical Audio Designer — 2019
- Sonarium* (Mobile Audio Game - iOS/Android) - Solo Developer — 2018
- TransAMission* (Game Jam - Samsung Gear VR) - Composer/Audio Designer/Technical Audio Designer — 2018

FILM

- Introduction to M3 Design* (Promo) by M3 Design - Original Score — 2017
- International Recording Team Recruiting Video* (Promo) by Simplebulldog Studio - Original Score — 2016
- Voyage of Time* (IMAX/Feature) by Terrence Malick - Orchestration/Music Preparation/Composer Assistant — 2015
- Stage 5* (Short Film) by Alex Miller - Original Score — 2015
- Cleansing of the Soul* (Short Film) by Iban Ramirez - Original Score — 2015
- A Fixer Upper* (Short Film) by Jacob Kimmick - Original Score — 2015
- Under My Skin* (Short Film) by Vincent Pastor - Original Score — 2015
- Up and At 'Em* (Short Film) by Ryan Brennan - Original Score — 2014
- Anywhere the Needle Drops Podcast* by Red Chuck Productions - Main Theme — 2013
- Astronauts on the Beach* (Short Film) by Red Chuck Productions - Original Score — 2012

MUSIC

- Sketches Version 6.1.8* (Album) - Composer/Mixing and Mastering — 2019
- At Last* (Album) - Composer/Mixing and Mastering — 2014
- Catalogue of over 60 concert and electronic works