



# Kristi Knupp

## Studio Audio Director

### ABOUT

I've been creating custom game audio experiences for over a decade. I have experience working on AAA and Indie titles nationally and internationally for VR, console and mobile games.

### CONTACT:

Mobile: 352-455-7049

Skype: Kristi\_knupp

Email: kristiknupp@gmail.com

Portfolio: [www.breakwatergames.com](http://www.breakwatergames.com)

### SHIPPED TITLES

Where Cards Fall

Ori and the Blind Forest

The SIMS 4

Oh! My Genesis Sony VR

Fractured Lands

Skylanders Spyro's Adventure

Shrek Forever After

Medal of Honor Warfighter

Medal of Honor

Boom Blox Bash Party

## TECHNICAL SKILLS

**Game Tools:** Unity, Unreal Engine, Frostbite

**Audio Tools:** Wwise, FMod Studio, Protools, Reaper, Ableton Live, Waves Plugins

**Proficient in:** Managing audio teams, Sound Design, Foley, Integration, Composition

## WORK EXPERIENCE

### Studio Audio Director - Unbroken Studios

2018 to Present

- Managing Audio for multiple IP in tandem
- Creating and implementing SFX and Music using Wwise and Unreal Engine
- Managing offsite composers and additional staff as needed

**Tools:** Unreal Engine, Wwise, Protools, Various Plugins

### Audio Director - The Game Band

2017 to 2019

- Created all SFX, Ambiences and Intro Theme Music
- Implemented SFX, Ambiences and Music using FMOD Studio and Unity
- Managed external audio integrator

**Tools:** Unity, FMOD Studio, Reaper, Protools, Live

### Audio Director - XPEC

2016 to 2017

- Audio Director for : O! My Genesis VR
- Advised multiple unannounced projects in tandem
- Managed 4 person audio team onsite in Taipei, Taiwan

**Tools:** Sony VR, Unreal Engine, Protools, Live

### Sound Designer - Somatone

2015 to 2016

- Sound Designer in a fast paced environment for multiple video game styles

**Tools:** Protools, Live, Various Plugins

### Voice Editor - Electronic Arts

2014 to 2015

- Edited and mastered dialogue using custom MAX/MSP tools
- Assisted in dialogue recording sessions

**Tools:** Protools, MAX/MSP, Proprietary Software

### Sound Designer - Moon Studios

2014

- Sound Design supporting Wabi Sabi Sound
- Implemented SFX using Unity

**Tools:** Protools, Unity

### Dialogue Editor - Formosa Group

2013

- Edited 100's of lines of Dialogue
- Cleaned up un-necessary mouth pops and room tone using Izotope's RX
- Followed very detail oriented instructions from client for final asset delivery

**Tools:** Protools, Izotope RX, Waves Plugins



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## WORK EXPERIENCE CONTINUED...

### Sound Designer/ Foley - Wabi Sabi Sound

2013

- Contributed my Foley and Gore SFX to the comedy horror short film titled "Lazy Boyz"
- Created foley for the Total Domination Game trailer

**Tools:** Protools, Sound Devices, Various Plugins

### Sound Designer - Electronic Arts

2011 to 2012

- Created and Implemented Footsteps and Foley for Single Player and Multiplayer Soldiers
- Created and Implemented Sound Design for Single Player levels
- Created and Implemented Sound Design for Multiplayer levels
- Attached SFX hooks to various Animations using the ANT tool

**Tools:** Frostbite, ANT, Nuendo, Various Plugins

### Sound Designer - Activision (Central Audio)

2009 to 2011

- Created and Implemented SFX for various titles
- Lead small audio team at XPEC in Taipei, Taiwan on Skylander's Spyro's Adventure and Shrek: Forever After
- Created Audio Schedules for XPEC to use per milestone
- Worked closely with Toys for Bob on site implementing SFX and music
- Created tutorial docs for XPEC to use for training future Audio staff

**Tools:** Wwise, FMOD Studio, Unreal Engine, Protools, Various Plugins

### Sound Designer - Electronic Arts

2008 to 2009

- Created and Implemented Sound Design and Foley for Medal Of Honor
- Assisted in engineering Weapon Foley audio sessions
- Created looping interactive music for Boom Blox: Bash Party
- Assisted in engineering Gibberish VO sessions for Boom Blox: Bash Party
- Edited Gibberish VO for Boom Blox: Bash Party
- Sound Design for In Game Cut Scenes of Boom Blox: Bash Party

**Tools:** Protools, Proprietary EA Software, Various Plugins

### QA Tester - Activision

2008

- Tested and Bugged audio related issues on all game platforms
- Created various test sequences for Surround Sound systems

## EDUCATION

### Berklee College of Music

Music Synthesis Graduate (Cum Laude)

### Full Sail University

Audio Engineering Graduate