

# Michael Kamper

## Audio Direction and Leadership

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Seeking opportunities that will allow me to leverage my 20+ years of experience in interactive and linear media including 10+ years of project and department management.

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### **Striking Distance Studios — Sr. Sound Designer**

Mar 2020 - Current (2 years) - The Collisto Protocol  
Pro Tools > Wwise > Unreal 4

Sound Design generalist and team Technical Sound Design guru. I created audio for everything from ambiances to creatures to complex scripted action sequences. Developed various combat music systems, tailoring each one to the various enemy types and their combat styles. Also developed an intricate footstep/foley system for material detection, surface sweeteners, and volume displacement. Supervised foley outsource team and composers.

### **Cold Iron Studios — Principal Audio**

Feb 2019 - Mar 2020 (1 year) - Aliens: Fireteam  
Pro Tools > Wwise > Unreal 4

Sole audio team member in-studio for the Aliens:Fireteam project. I migrated all temp audio from Unreal to Wwise and created a project audio pipeline and implementation strategies. Developed internal and external sfx and music budgets. Researched, hired, and supervised various sound design outsource contractors. Developed interactive music strategy and initial music design concepts with composer. Sound designed ambiances, foley, creatures, and weapons to fit within IP aesthetics.

### **Telltale Games — Sr. Sound Designer/Audio Director**

Aug 2014 - Oct 2018 (4+ years) - The Walking Dead, Batman, Minecraft, Guardians of the Galaxy, Game of Thrones, Borderlands  
Pro Tools > Fmod > Telltale Tool

Sound Designer/Implementer/Mixer across 50 shipped episodes, each one released across multiple platforms from consoles to PCs to phones to Netflix. As Audio Director, I completely revamped the entire department - improving equipment, work spaces, tech resources, and more than doubled the team. Oversaw multiple, simultaneous projects, making sure they were budgeted and staffed appropriately. Constantly worked with core tech to improve tools and workflows as well as developed strategies for faster implementation and mixing.

### **2K Marin — Lead Audio/Audio Director**

Mar 2008 - Oct 2013 (5+ years) - Bioshock 2, The Bureau  
Pro Tools > Fmod/Wwise > Unreal 2/3

As Audio Lead for Bioshock 2, I was hired as the initial audio team member and established the Audio department for the company. Planned out audio workspaces, hired all team members, and purchased equipment. Worked with programming to upgrade and expand audio tech capabilities from the first game. Led audio design of internal and external audio teams. Supervised licensed and composed music development and handled all implementation. Final mix of all cinematics. Led sound design on DLC.

As Audio Director on The Bureau project, I led an international team of sound designers across multiple iterations of the game. Sound design and implementation. Supervised licensed and composed music development and handled all implementation. Final mix of all cinematics. Led sound design on DLC.

## **EA Chicago — Audio Lead**

Nov 2006 - Nov 2007 (1 year) - Marvel Comics Fighting Game  
Pro Tools > Custom Engine

Audio Lead on unreleased Marvel fighting game project. Sound designed various hero, creature, and destruction elements. Introduced new workflows and technologies to maximize production and creativity while keeping memory footprints within budget. Led ADR and Walla sessions to create content for a custom interactive crowd reaction system. Developed an implementation strategy and music style guide for an interactive music system.

## **Hollywood — Sound Designer**

Jan 1997 - Nov 2006 (9+ years)  
Pro Tools

Sound Design on 100+ film, tv, and interactive projects for a variety of post sound studios.

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**Nominated for 10 MPSE Awards with 1 win - Nominated for 5 GANG Awards with 1 win**

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# **Interactive Credit List**

### **Striking Distance**

The Calisto Protocol

### **Cold Iron**

Aliens: Fireteam\*

### **Telltale Games**

Walking Dead: The Final Season \* \*\*

Stranger Things \* \*\*

Minecraft: Story Mode: Netflix \* \*\*

Batman: The Enemy Within \*\*

Minecraft: Story Mode: Season 2 \*\*

Guardians of the Galaxy: The Telltale Series \*\*

Walking Dead: A New Frontier \*\*

Batman: The Telltale Series \*\*

Walking Dead: Michonne \*\*

Minecraft: Story Mode \*\*

Game of Thrones: A Telltale Games Series

Tales from the Borderlands

### **2K Marin**

Bioshock 2 \* \*\*

The Bureau: XCOM Declassified \* \*\*

### **EA Chicago**

Def Jam: Icon

Marvel Comics Fighting game \*

### **Soundelux**

Lost Planet: Extreme Condition

Onimusha: Dawn of Dreams

Need For Speed: Most Wanted

### **EFX**

Heavy Gear 2

Interstate '88

### **Contractor**

Sunset Overdrive

Star Citizen

Enter The Matrix

The Path of Neo

Baldur's Gate - Dark Alliance

Baldur's Gate II - Shadows of Amn

Fallout Tactics: Brotherhood of Steel

Wilson X Connected Basketball App \*

**Sound Designer on all projects**

**\* Audio Lead \*\* Department Director**

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