DAVID KIZALE

AUDIO DIRECTOR

CONTACT

✉ david@davidkizale.com

🌐 www.davidkizale.com (demo)

in www.linkedin.com/in/david-kizale-28b36b9/

CREDITS

Saints Row, Volition, 2022 / 2023 (DLC)
Xenonauts 2, Goldhawk Interactive, 2022
Agents Of Mayhem, Volition, 2017
Jurojin: Immortal Ninja, Critical Bacon Games, 2014
MechKnight Chronicles , Dinosaur Games, 2013
Scramble Legends, Spotted Zebra, 2013
The Walking Dead: Survival Instinct, Activision, 2013
Kinect Star Wars, Microsoft Studios, 2012
Def Jam Rapstar, 4mm Games, 2010
Section 8, TimeGate Studios, 2009
Ghostbusters: The Video Game, Atari, 2009

SKILLS

High level direction and audio branding
Project scoping and deliverable management
Developing relationships with and managing outsourcers
Team leadership; culture, mentoring and career growth
Asset creation and implementation
Technical audio design
Mixing
Working with user research to optimize player experience

TOOLS

DAWS: Reaper, Pro Tools, Ableton Live
Engines: CTG (Volition proprietary engine), UE5
Reaktor
Wwise
VST's (S-Layer! GlitchMachines!)
Soundminer
Perforce
Project management software: Jira, Hansoft
Microsoft Office Suite
Recording equipment (mics, etc)

INTERESTS

Service based leadership
Strategy and turn-based tactics games (Xenonauts!)
Experimental audio design
Synthesis
Electronic music
Generative art / Processing
Mentorship
Cooking
Dog rescue and training

EXPERIENCE

- 16 years in-house
- 9 years in Senior, Lead or Principal roles
- 11 shipped titles
- Multi-platform development
- Extensive asset design and Wwise implementation
- Expert at high level direction and audio branding
- Expert at team development and leadership
- Expert at game audio project management, scope and production pipelines

---

Audio Director
2024 - present

id Software

- Audio direction for team of sound designers at id

Audio Lead / Principal Audio Designer
2022 - 2023

Volition

- High level direction and audio branding for all Volition games and prototypes
- Establishing team culture where designers feel safe and thrive creatively
- Planning for entire audio department; defining milestone deliverables
- Dependency management
- Creation and maintaining of audio budgets
- Audio outsourcing and direction of contractors
- Creating design documentation and embedding audio with the rest of studio
- Establishing best practices
- 5.1 audio mix; establishing loudness standards and guidelines
- Partnering with User Research to create the best player experience possible
- Working with contractors and acousticians to oversee buildout of 7.1 mix room
- Developing proprietary audio tools
- Asset creation and implementation with Wwise

Audio Lead / Senior Audio Designer
2014 - 2022

Volition

- Asset creation and implementation with Wwise
- Development of proprietary acoustic systems - reverb and occlusion
- Linear audio design and mixing for cinematics and marketing materials
- Running field and foley recording sessions
- Audio branding; establishing tools and VSTs for entire team to use
- Final game mix
- Assisted with outsource management for SFX

Audio Designer
2008 - 2013

Terminal Reality

- One of two sound designers that created all in-game audio assets for TRi games
- VO recording, editing, mastering and script management
- Developed localization pipeline for international versions
- Designed several Wwise systems for physics, vehicles and player movement
- Development of reverb and occlusion systems
- Music editing
- Working with programmers to create proprietary sound engine