Dan Crislip
(360) 209-9310
dancrislip@gmail.com

7905 Melrose Ln SE
Snoqualmie, WA 98065
http://www.dancrislip.com

Audio Director	Project Manager	Team Leader	Sound Designer	Music Composer

With over a decade of creating immersive audio experiences, I've shipped over 25 titles from indie to triple-A budgets while managing teams of varying sizes and disciplines. I have crafted sound and music for all current generation consoles, game development engines, audio middleware solutions, and virtual reality platforms. I am also experienced in technical sound design, creating interactive and adaptive audio systems, foley and field recording, voice-over recording and direction, audio implementation, and music mixing and mastering. Excelling in inter-disciplinary communication, scheduling, budgeting, managing outsourced partners, and team leadership, I am comfortable working with teams of all sizes and disciplies, both on-site and remotely.

SkewSound, LLC	01/2014 – Present	Web-based Startup

Founder, Audio Director, Composer, Sound Designer
- Establishing a collaborative full-service audio outsourcing team to deliver high quality audio content
- Team leadership, brand management, website design
- Clients include Amazon Game Studios, Harmonix Music Systems, Stillmotion Film Studios, and many more.

Crate Entertainment	07/2010 – Present	Remote Contract

Audio Director – Grim Dawn
- Creation of unique and original sound design, musical style, and dialogue assets
- Managing sound design and composition teams, scheduling, and implementation of assets
- Creating relationships, budgeting, and directing VO outsourced partners

Motiga	02/2015 – 11/2017	Bellevue, WA

Audio Director – Gigantic
- Sound and music asset creation, implementation, and audio system design for hero-shooter, cross-platform title
- Cinematic sound design and music composition for teaser and trailer videos
- Management of outsourcing partners for voiceover, localization, and additional music

Microsoft	04/2014 – 02/2015	Redmond, WA

Audio Consultant – Project Spark: Conker DLC
- Remixing and Remastering the original soundtrack for Bad Fur Day
- Sound design and technical sound design for Conker, enemies, and props
- Advised leadership on improvements to pipeline and cost-cutting measures

Technical Program Manager – Xbox One Beta and Preview Program
- Communicating with Xbox One beta and public preview users via social platforms, creating actionable items from user feedback, and tracking issues from identification through resolution.
- Managing users in the Xbox One beta and pubic preview programs, from registration through the full program cycle.

Harmonix Music Systems	03/2008 – 12/2013	Cambridge, MA

Audio Project Lead – Fantasia: Music Evolved
- Team leadership and audio direction for Shell, Meta, Cinematics and User Experience scrum teams
- Implementing and managing memory usage, compression rates, and optimization standards
- Virtual instrument creation and original composition

Audio Project Lead – Prototype & Engine Development Team
- Leading teams on two prototypes from conception to publisher green-light
- Advising engineers in the design of a proprietary 3D audio engine and scripting tools
- Leading cross-discipline strike teams in the creation of game features and implementation of design decisions

Lead Sound Designer & Composer – Authoring & Cinematics
- Dance Central Franchise, Rock Band Franchise, The Beatles: Rock Band, Green Day: Rock Band, Rock Band Blitz, VidRhythm, Lego Rock Band, weekly DLC, and multiple unannounced titles and cancelled titles

Iron Lore Entertainment	06/2007 – 02/2008	Maynard, MA

Sole Sound Designer – Warhammer 40k: Dawn of War: Soulstorm
- Working with licensing partners and Relic Entertainment on their proprietary toolset
- Co-composing original soundtrack with award-winning composer Inon Zur

Bachelors of Music Composition	Class of 2002	Western Washington University

- Emphasis in MIDI, computer generated music, studio engineering and recording techniques