

# Rich Vreeland

## Interactive Audio

718.208.9249  
rich@richvreeland.com  
www.richvreeland.com

### Experience

Singapore-MIT GAMBIT Game Lab (2009)

#### Audio Project Lead

- Work with dedicated team to design two versions of same game with unique assets.
- Produce over a hundred assets, including sound effects, music, and dialogue.
- Work closely with programmer to properly implement audio in Flex environment.
- Utilize innovative realtime Flash synthesis tools from Sonoflash.

### Freelance

(2007 - Present)

#### Audio Contractor

- Gameplay/Cutscene Music for **Drawn to Life: The Next Chapter** for the Nintendo Wii.
- Gameplay Music for **Bomberman: Battlefest** for XBLA, PSN, WiiWare.
- Gameplay Music for **Bonk: Brink of Extinction** for Digital Distribution Platforms.
- Audio Lead for **Astral Puzzle Meltdown** for the iPhone.
- Music and Sound for numerous other Independent Games.

UIEvolution, Inc. (formerly a subsidiary of Square-Enix)

(2006 - 2009)

#### Audio Contractor

- Write gameplay loops, themes, and stingers in a wide variety of styles.
- Lead Composer for titles such as 80's game show **Press Your Luck** and **Wasabi**.
- Deliver music in MIDI format for mobile gaming platforms.
- Develop weapon, UI and creature sounds using only General MIDI instruments.

### Skills

#### Audio

- Composition, Sequencing, Production, Sampling, Synthesis, Arrangement
- Field Recording, ADR/Dialogue Recording, Sound Design, Sync to Picture
- Guitar, Keyboard
- Pro Tools, Logic Pro, Reason, Kontakt Pro, Peak, DP, Ableton Live, etc.

#### Miscellaneous

- Adobe Creative Suite, Office, HTML, CSS, PHP, a strong OS X proficiency, etc.

### Education

#### B.M. in Music Synthesis

(2006 - 2009)

Graduated from the Berklee College of Music in Boston, MA

### References

Available Upon Request.

Demo Material Available at [www.richvreeland.com](http://www.richvreeland.com).