

MICHAEL KAMPER

Audio Director | Sr. Sound Designer | Music Supervisor

Video Games

- 2014-15 - Game of Thrones:
A Telltale Game Series
- 2013 - The Bureau:
XCOM Declassified
- 2010 - Bioshock 2
- 2006 - Lost Planet
- 2005 - Need For Speed:
Most Wanted
- 2005 - The Matrix:
The Path of Neo
- 2004 - Goldeneye:
Rogue Agent
- 2001 - Fallout Tactics:
Brotherhood of Steel
- 2000 - Balder's Gate II:
Shadows of Amn

Films

- 2014 - Nightcrawler
- 2006 - Mission: Impossible 3
- 2006 - Final Destination 3
- 2006 - Underworld: Evolution
- 2004 - The Chronicles
of Riddick
- 2004 - The Day After
Tomorrow
- 2003 - The Italian Job
- 2003 - The Last Samurai
- 2002 - Blade 2

Television

- 1999-2000 - Xena:
Warrior Princess
- 1998-1999 - Profiler

[Full Credit List @ IMDB](#)

Audio Director - Telltale

Current

- ▶Supervise an in-house team of eight audio designers
- ▶Create, implement, and mix sound for Telltale's ongoing projects

Independent Contractor

2013-14

- ▶Created and edited sound for various film, video game, and app projects

Audio Director - 2K Games

2008-13

- ▶Built the 2K Marin audio department from scratch including all hiring and equipment purchasing
- ▶Supervised an in-house audio team of five audio designers
- ▶Coordinated with Directors Group on overall studio structure, goals, and procedures
- ▶Designed and implemented systemic, cinematic, and level sfx
- ▶Hired and directed external contractors on the creation of additional audio assets
- ▶Supervised music design and conception with external composer and handled all music implementation
- ▶Coordinated with Dialogue Supervisor on casting and recording of VO talent

Audio Lead - EA Chicago

2006-07

- ▶Supervised a team of four artists and two programmers
- ▶Responsible for the quality and implementation of all assets
- ▶Developed overall audio design for the project in conjunction with Lead and Audio Producer
- ▶Coordinated with Dialogue Lead on casting and directing
- ▶Directed outside contractors on the creation of additional assets
- ▶Designed and implemented character and level sound effects

Sound Designer - Soundelux

2001-06

- ▶Created and edited sound for over 30 films and multiple games

Sound Designer - Digital Sound & Picture

1998-01

- ▶Created and edited sound for over 10 films & 4 tv series

Sound Designer - EFX Sound

1996-99

- ▶Created and edited sound for over 10 films & 3 tv series

Columbia College Chicago

1994-96

- ▶BA in Film with an Emphasis in Sound