

	Joel Walsh Sound Designer www.studio13.ca	cel 416 903 5265
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What's New ?

[Critter Crunch \(PS3\)](#) and Ubisoft's [Might and Magic Clash of Heroes \(DS\)](#) have been announced with Clash of Hero's hitting retail in November and Critter Crunch scheduled for release on the PlayStation Network this fall. Currently I'm focused on building new partnerships and collaborating on AAA Console Game projects.

About Me

I'm a Senior Sound Designer with 10 years experience providing creative and technical production services to award winning audio post, music production and console game projects between 1998 and 2009.

In 1998 I was credited on Big Sugar's "Heated" CRIA certified Platinum Album. Between 2002 & 2007 I worked with 2 of Canada's top award winning commercial music and audio post production companies; RMW Music and Q Music. In 2008 Loreena McKennit's "An Ancient Muse" received CRIA Platinum Album status and I teamed up with Capybara Games on "IGN's PlayStation 3 Best of E3 2009" Critter Crunch.

Business Experience

- Working in a creative team environment, responding to changes in creative and technical direction.
- Budgeting time and resources for audio, preparing an audio design document and spotting notes.
- Learning new or proprietary tools and workflows for broadcast and interactive.
- Creating asset lists and maintaining audio documentation.
- Directing external audio contractors and services.

Production Experience

- Creating original source material recorded on location.
- Creating original source material using audio hardware and software.
- Producing, recording and engineering music and dialog sessions.
- Editing and combining sound libraries with internally and externally created assets.
- Implementation and sound design using game audio middleware.
- Balancing audio performance for PC, Web, iPhone, Nintendo DS, PS3.
- Mixing and delivering final masters for broadcast.

Tools Experience

- FMOD & Nitro - working knowledge of all standard features.
- ProTools HD - expert knowledge of advanced features and workflows.
- SoundForge - expert knowledge of advanced features and workflows.
- Creative Tools - Reason, Kore, Live, Digital Performer, Logic, Max/Msp.
- Surround Sound - expert knowledge of current surround audio production hardware and software.
- Mixing - ProControl and DM2000v2 hardware interfaces.

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Recent Work History

Capybara Games 174 Spadina Ave. Unit 401 July 2008 to Present

“Capybara Games is a Canadian game studio focused on the creation of immersive and innovative games.”

Contract Sound Designer - Creating original sfx including external voice assets for projects on the iPhone, DS & PS3.

RMW Music 410 Adelaide St. W. Suite 600, Toronto Sept. 2002 to April 2007

“RMW has produced music and audio post for Canada's top commercial agencies for over 30 years.”

Production Assistant - Contributed to the audio & music production process for over 1000 unique TV spots from '03 to '06.

Audio Systems Integration - Infrastructure design & build for 2 recording and audio post mix studios.

Sound Design - Creating custom effects and foley, recording elements on location, mixing and delivering assets.

Q Music 401 Richmond St. W. Suite B106, Toronto March 2004 to Feb. 2007

“Q Music has provided award winning composing and music services to TV, film, and radio productions.”

Technical Director - Manage, support and improve audio production process, co-ordinate external resources.

Audio Systems Integration - Infrastructure design & install for a 5.1 Surround music production and post mix facility.

Music Recording - Pre production, directing talent, recording, editing overdubs, mixing and delivering assets.

Heyworld 219 Dufferin Ave. Suite 102B, Toronto Oct. 2004 to June 2007

“Heyworld music is a spectacular music production, mix, and voice recording facility.”

Audio Systems Integration - Process consultation, infrastructure design & build, trouble shooting and maintenance.

Dialogue Recording - Recording scripts for animation.

Studio13 1945A Queen Street East Apt.B Toronto May 2003 to Present

“Studio13 provides creative and technical audio production services to video game & broadcast industry clients.”

Sole Proprietor - Managing and developing a growing services based audio production company.

Game Audio - Tools and techniques for audio interactivity, experimenting with adaptive music systems.

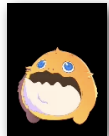
Sound Design - Creating custom effects and foley, recording elements on location, mixing and delivering assets.

Dialogue Production - Recording scripts for animation, voice over, editing location dialogue and ADR.

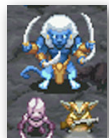
Music Production - Pre production, directing talent, editing overdubs, mixing and delivering assets.

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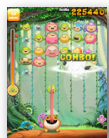
Selected Projects 2009 - 2007



Title : [Critic Crunch](#)
 Type : Console PS3
 Client : Capybara Games
 Service : Sound design, Voice recording, implementation, post for Trailer.



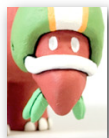
Title : [Might & Magic: Clash of Heroes](#)
 Type : Nintendo DS
 Client : Capybara Games
 Service : Sound design, implementation.



Title : [Critic Crunch](#)
 Type : iPhone Game
 Client : Capybara Games
 Service : Sound design, dialogue production.



Title : [Beatmaker](#)
 Type : iPhone Sequencer
 Client : Intua
 Service : Drum kit / content creation



Title : [Dinosaurs](#)
 Type : On-line flash game
 Client : Intuition Games
 Service : Sound design, music production.



Title : [My first skydiving academy](#)
 Type : Download PC Game
 Client : ToadTrip Games
 Service : Sound Design



Title : [Zompocalypse](#)
 Type : Download PC Game
 Client : ToadTrip Games
 Service : Sound Design, Music editing

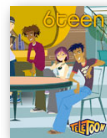


Title : [Di Gata Defenders](#)
 Type : TV Series
 Client : Nelvana Ent.
 Service : Dialogue Recording

Selected Projects 2007-2005



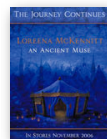
Title : [Total Drama Island](#)
 Type : TV Series
 Client : Elliot Animation
 Service : Dialogue Recording



Title : [6Teen](#)
 Type : TV Series
 Client : Elliot Animation
 Service : Dialogue Recording



Title : [Getting Along Famously](#)
 Type : TV Series
 Client : Q Music
 Service : Music recording, production assistance, layup and delivery.



Title : [An Ancient Muse](#)
 Type : Album (CRIA Cert. Platinum)
 Client : Q Music
 Service : Assistant engineer / ProTools operator, technical assistant to Donald Quan.



Title : [China Rises](#)
 Type : TV Series
 Client : Q Music
 Service : Music recording, additional mixing, production assistance, layup and delivery.



Title : [Street Eats](#)
 Type : TV Series
 Client : Q Music
 Service : Music production assistance, edit, mix, layup and delivery.



Title : [The Marsh](#)
 Type : Feature Film
 Client : Q Music
 Service : Music recording, production assistance, layup and delivery.



Title : [This Beggars Description](#)
 Type : Documentary
 Client : Q Music
 Service : Music recording, production assistance, layup and delivery.