

ETIENNE GRUNENWALD-ROHR

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A sound design professional with multiple shipped AAA game titles, game trailers, & over 10 years of experience in the games industry as a development Producer.

QUALIFICATION HIGHLIGHTS

- Sound Design
- Technical Sound Design
- Dialog Editing and Mastering
- Field Recording
- VO Casting / Direction
- Composition

SOFTWARE SKILLS

- Avid Pro Tools 11/12
- Sound Forge 12
- Waves Plug-Ins
- Steinberg Nuendo 8
- Izotope RX7
- McDSP Plug-Ins
- FMOD / Wwise
- Ableton Live 9
- Adobe CC Suite

PROFESSIONAL SOUND DESIGN EXPERIENCE

Skybound Games, San Rafael, CA **Jan 2019 – Mar 2019**

Sound Designer

- Contract Sound Designer & Implementer on Walking Dead: The Final Season

Telltale Games, San Rafael, CA **July 2016 – September 2018**

VO Producer / Engineer / Sound Designer

- Sound designer & implementer on Guardians of the Galaxy, Batman, Walking Dead & Minecraft franchises
- VO editing & cleanup for Guardians of the Galaxy
- VO & dialog processing for Guardians of the Galaxy & Batman (pre-rendered and real-time implementation)
- Managed the VO department of Telltale Games, casting and scheduling talent, scheduling directors & standing in to direct VO sessions when needed

Microids, Paris (Remote Contract) **October 2016 – December 2016**

Cinematic Sound Designer

- Linear sound design for Syberia 3 in game cinematics (Hospital, Youkol Camp, Krystal, Metro & Park)

Hangar 13 / 2K Games, Novato, CA **April 2016 – June 2016**

Technical Sound Designer

- On loan from 2K publishing to Hangar 13 to help close out Mafia III as a technical sound designer working in their open world building occlusion volumes & portals, adding ambiances & environment SFX, & 3D emitter placement

Bluescreen Sounds **February 2002 – February 2004**

Owner / Sound Designer / Composer

- Composed multiple scores for EA's marketing materials & trailers for the Battlefield franchise

Click Entertainment **July 2000 – February 2002**

Lead Sound Designer / Composer

- Created all in-game sound effects as well as all post-production audio, & dialog editing/processing for in-game and cinematics
- Composed all music scores for game cinematics

PROFESSIONAL PRODUCTION EXPERIENCE

2K Marin / 2K Games, Novato, CA **November 2012 – June 2016**

Associate Producer

Backbone Entertainment, Emeryville, CA **September 2011 – October 2012**

Associate Producer

LucasArts, San Francisco, CA **March 2008 – September 2010**

Associate Producer / Project Manager

Aeria Games, Santa Clara, CA **Oct 2006 – Feb 2008**

Producer / Project Manager

SHIPPED TITLES

Minecraft Story Mode: Netflix Edition – Sound Designer
The Walking Dead: The Final Season (Telltale Games) – Sound Designer
Batman: The Enemy Within (Telltale Games) – Sound Designer
Guardians of the Galaxy (Telltale Games) – VO Producer / VO Director / Sound Designer
Walking Dead: A New Frontier (Telltale Games) – VO Producer
Batman: The Telltale Series (Telltale Games) – VO Producer
Minecraft Story Mode (TelltaleGames) – Associate Producer
Syberia 3 (Microids) – Contract Sound Designer
Mafia III – Contract Technical Sound Designer
XCOM2 (Firaxis / 2K Games) – Associate Producer
Evolve (Turtle Rock Studios / 2K Games) – Associate Producer
The Bureau: XCOM Declassified (2K Marin / 2K Games) - Associate Producer
Dance Central 3 (Backbone Entertainment / Harmonix) - Associate Producer
LEGO Star Wars: The Clone Wars (TT Games / LucasArts) – Associate Producer / PM
Last Chaos (Aeria Games) – Producer / PM
Project Torque (Aeria Games) – Producer / PM
Shaiya (Aeria Games) – Producer / PM
Twelve Sky (Aeria Games) – Producer / PM
Throne of Darkness (Click Entertainment / Sierra) - Lead Sound Designer / Composer
The Sims (Maxis / Electronic Arts) – Lead Tester
Madden NFL 2000 (Electronic Arts) – CQC Lead
MLB Triple Play 2000 (Electronic Arts) – CQC Lead
Sim City 3000 Gold (Electronic Arts) - CQC Lead
Jane's Combat Simulations: Fleet Command (Electronic Arts) – CQC Lead
Sid Meir's Alpha Centauri (Firaxis / Electronic Arts) – CQC Tester
Need for Speed: Hot Pursuit (Electronic Arts) – CQC Tester
Future Cop LAPD (Electronic Arts) – Tester

TRAILER WORK

Nvidia Computex Trailer (Nvidia / Circle 5)
Borderlands 2 Claptastic Voyage Trailer (Dice / EA)
Battlefield 1942 Secret Weapons E3 Trailer (Dice / EA)
Battlefield Road to Rome Marketing Trailer (Dice / EA)
Battlefield 1942 Marketing Trailer 02 (Dice / EA)
Battlefield 1942 Marketing Trailer 01 (Dice / EA)

FILM WORK

One Crazy Christmas (BET 2018) – Foley Artist / Sound Designer

EDUCATION

Berklee College of Music, Boston, MA
Game Audio Certification

University of California Berkeley Extension, Berkeley, CA
Project Management Certification

Portland Community College, Portland, OR
CIS Major

Los Medanos College, Antioch, CA
AAS Recording Arts

ADDITIONAL TRAINING

LucasArts PMP Training from PMI

