

## Nathaniel Chambers

Location: Austin, TX | Cell: 646-330-3231 | Email: [NHC@bubblepipemedia.com](mailto:NHC@bubblepipemedia.com)

### Credits

Sound and Music: *Primordia* (Wadjet Eye Games), *Shardlight* (Wadjet Eye Games, nominated for audio award Playcrafting NYC 2015, nominated for audio award Adventure Game Studio Awards 2016), *Extreme Exorcism* (Gold Ruby Games), *Super Rad Raygun* (Trufun Entertainment), *Outpost Delta* (Hidden Achievement), *Crystal Brawl* (Studio Mercato), *Pulse Of The Samurai* (Rob Meyer, Indiecade e-sports game 2013), *Futbol Forever* (Team genieBox), Dresden Files Card Game (Hidden Achievement)

Sound: Hiveswap, the Homestuck Adventure game (What Pumpking studios), Stop Thief! (Hidden Achievement), Apocalypse Of John (play, which got into Fringe Festival)

Music: *Particle Mace* (Andy Wallace, Indiecade East E-sports game 2013), *Sombrero* (Pixelmetal Games, won best audio Gameacon 2015, nominated best audio playcrafting NYC 2015), *Crayola Color Blast* (Legacy Games), *Hermit Crab In Space* (Golden Ruby Games, Indiecade Awards Nominee, Winner of the Playstation Mobile Game Jam), *Warren Ellis: Captured Ghosts* (Respect Films)

### Education

Middle Tennessee State University, Murfreesboro, TN. GPA: 3.5 Cum Laude  
B.S. in Recording Industry specializing in Music Technology 2007

Valencia Community College, Orlando, FL. GPA: 3.8 Major - Music Technology  
Technical Certificate in Music Production and Audio/Visual Production 2004  
Certificate: Pro Tools 201 class completion April 2005

Columbus State University, Columbus, GA. GPA: 3.3 Major - Computer Science  
Recipient: CSU Honors Scholarship and Georgia Hope Scholarship

### Speaker

Dreamhack 2018 - Moderator - Make It Test It Break It Fix It  
Dreamhack 2018 - Panelist - Finding The Fun  
Indiecade 2016 - Panelist - GameU - From Music Composer to Game Music Composer  
Magfest 2018 – Panelist & Substitute Moderator - Surviving Indie: A Look Inside Indie Audio  
Pax South 2018 - Panelist - Surviving Indie Presents: Surviving Development Hell  
OtakuFair x Game Expo 2017 - Panelist - Surviving Indie Game Audio

### Activities

- Volunteer at Indiecade east 2013, Indiecade 2013/14/15/16, GDC Next 2013/14, Serious Play Conference 2014, and GameX 2009. Did computer trouble shooting at Indiecade East and West.
- Mixing engineer with Materia Collective, having mixed and remixed over 10 tracks.
- I've been interviewed on gamemusic.net, filmandgamecomposers.com, and Grab It magazine
- Organizer of LA board game group focused on mechanic analysis and video game applications
- Organizer of NYC Gamers Night for 4 years, including an indie game showcase
- Proofreading and testing - Helped test and proofread the official Fmod101 course at Sound Librarian and a game audio book for Focal Press
- Live Sound Engineer – Lead live engineer for Kim Boekbinder and sold out Gemini & Scorpio events with bands: Shayfer James, Sxip Shirley, Po' Boys Brass Band, and The Hornitz
- Recording Engineer – Flat Foot Records and YRS Midi Systems, January 2004 to April 2005

### References

Dave Gilbert – Wadjet Eye Games - [dave@wadjeteyegames.com](mailto:dave@wadjeteyegames.com)  
Andy Wallace – Andy Makes - [andy@andymakes.com](mailto:andy@andymakes.com)  
Josh Raab – Studio Mercato - [josh@studio-mercato.com](mailto:josh@studio-mercato.com)