

Nathaniel Chambers

432 South Norton Ave apt 103, Los Angeles, CA 90020
Cell: 646-330-3231 Email: NHC@bubblepipemedia.com

Experience

Bubble Pipe Media – Since 2008, Composing music and sound design for games. *See Credits.*

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.

Proofreading and testing - Helped test and proofread the official Fmod101 course at Sound Librarian and in a pre-revision review of a game audio book for Focal Press.

Project Consultant – Taught private audio classes, reworked songs into midi, designed live sound setups, served as equipment and software consultant, live sound engineering for bands

Recording Engineer – Flat Foot Records and YRS Midi Systems, January 2004 to April 2005. In-house recording and mixing engineer, repaired computers, closed studio.

Credits

Sound and Music: *Primordia* (Wadjet Eye Games), *Extreme Exorcism* (Gold Ruby Games), *Super Rad Raygun* (Trufun Entertainment), *Nika* (Studio Mercato), *Crystal Brawl* (Studio Mercato), *Pulse Of The Samurai* (Rob Meyer, Indiecade e-sports game 2013, best game global game jam NYU), *Futbol Forever* (Team genieBox), *Robber* (Pixelmetal Games), *Deathtouch* (Ricardo Delgado)

Music: *Particle Mace* (Andy Makes, Indiecade East E-sports game 2013), *Hermit Crab In Space* (Golden Ruby Games, Indiecade Awards Nominee, Winner of the Playstation Mobile Game Jam), *Sombrero* (Pixelmetal Games), *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

Activities

- Volunteer at Indiecade East and West 2013, GDC Next 2013, Serious Play Conference 2014, and GameX 2009. Helped with computer trouble shooting at Indicade East and West.
- I've been interviewed on gamemusic.net, filmandgamecomposers.com, and Grab It magazine.
- Contributor to the IGDA audio special interest group
- Reading game design books and playing/designing board games.
- Organizer of NYC Gamers Night for 4 years, including an indie game showcase
- Contributing organizer to local LA game dev group Indie Dev Club, including a book club.
- Designed sound effects for the play Apocalypse Of John, which got into Fringe Festival
- Worked as a teacher's assistant in advanced audio technology class 2007 MTSU

References

Dave Gilbert – Wadjet Eye Games - dave@wadjeteyegames.com
Andy Wallace – Andy Makes - andy@andymakes.com
Josh Raab – Studio Mercato - josh@studio-mercato.com
Nick Robalik – Pixelmetal Games - nick.robalik@gmail.com