

Vincent Diamante

2319 Portland Street | Los Angeles, CA 90007 | 213-840-0645
diamante@gmail.com | www.vincentdiamante.com
Music Composition | Sound Design | Interactivity and Game Design



Academic History

Adjunct Professor, Interactive Media Division, University of Southern California

CTIN-488: Game Design Workshop, 2007-Present

CTIN-406: Sound Design for Games, 2007-Present

Master of Fine Arts, Interactive Media

School of Cinematic Arts, University of Southern California, 2007

Bachelor of Music, Electroacoustic Media

Thornton School of Music, University of Southern California, 2004

Games History

Flower (Sony Santa Monica, ThatGameCompany, Los Angeles, CA)

Music Composer and Audio Designer (2007-2009)

Worked closely with both TGC and Sony to design an interactive music playback system using SCREAM, MIDI, and Lua.

Composed and recorded complete soundtrack.

Designed musical sound effects and playback system.

Winner 2009 Best Soundtrack: X-Play/G4, NewGameNetwork, others.

Konami Mobile/Online (Konami Digital Entertainment, El Segundo, CA)

Contract Music Composer and Audio Designer (2006-Present)

Designed sound effects and wrote music for mobile handsets and online games.

Specialized in low memory, limited polyphony audio delivery.

Projects include Castlevania: Order of Shadows, Contra 4, DDR, Double Dribble.

Immune Attack (Federation of American Scientists, Washington, DC)

Audio Designer and ADR Director (2006)

Designed sound effects, wrote music, and recorded dialogue for research project.

Roboblitz (Naked Sky Entertainment, Los Angeles, CA)

Audio Designer (2006)

Created and implemented sound design in Unreal 3 Engine.

Designed and optimized for 50 MB full game memory footprint.

2007 Independent Game Festival Finalist

Cloud and **Dyadin** (University of Southern California, Los Angeles, CA)

Music Composer, Audio Designer, Level Designer, and Game Designer (2005-2006)

Part of student team that attained **back-to-back IGF Finalist honors.**

Other Experience

Video Game Journalist for Gamasutra, Insert Credit, and XM Satellite Radio (2002-Present)

Freelance Photographer with work appearing in Game Developer Magazine, Wired, Fox News, Game Reactor Magazine, and others.