

# Vincent Diamante

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Music Composition | Sound Design | Interactivity and Game Design



## Games History (partial)

### **Contract Game Developer** (Los Angeles, CA)

Audio Designer and Music Composer (2008-Present)

Designed sound effects and music for Facebook/web/mobile games.

Public projects include Ecotopia, ManStruggle, Stinky Poo, Gold Miner World, others.

Production and Design Consultant (2009-Present)

Brought in to assist game design and development in LA area.

Projects ranging from indie mobile titles to retail console releases.

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

Music Composer and Audio Designer (2007-2009)

Composed and recorded complete soundtrack.

Designed interactive music playback system using SCREAM, MIDI, and Lua.

Designed musical sound effects and playback system.

**Winner 2009 Best Interactive Score, Game Audio Network Guild.**

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

Award nominations for music and audio from BAFTA, AIAS, others.

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

Music Composer and Audio Designer (2006-2009)

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

Specialized in low memory, limited polyphony/CPU audio delivery.

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

### **Roboblitz** (Naked Sky Entertainment, Los Angeles, CA)

Audio Designer (2006)

Created and implemented sound design in Unreal 3 Engine.

Optimized sound 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.**

## 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