

Vincent Diamante

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Music Composition | Sound Design | Interactivity and Game Design



Games History

Skullgirls (Reverge Labs, Marina Del Rey, CA)

Audio Director (2011-Present)

Designed and implemented sound assets, scripting using in-house engine and tools.
Composed and recorded original music, remixed existing music, implemented assets.
Directed external talent, including music composers, voice actors, and engineers.

Multiple wins and nominations for best fighting game at E3 2011 from various media outlets and critics.

Contract Game Developer (Los Angeles, CA)

Audio Designer and Music Composer (2008-2011)

Designed sound and music for Facebook/web/mobile games and corporate clients.
Public projects include Ecotopia, ManStruggle, Stinky Poo, Gold Miner World, others.

Production and Design Consultant (2009-Present)

Contract consultant/producer guiding 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.

Multiple wins and nominations for best downloadable game, best music, and best sound design from AIAS, BAFTA, GANG, various media outlets and critics.

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

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

Music Composer, Audio 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