

# Dominic Caterina

## Sound Designer

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## Experience

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November 2020 - Present

**Sound Designer/Dialogue Designer/Composer, *Shedbuilder Games***

- Implementing and organizing V.O. recordings for multiple branching dialogue trees
- Creatively processing dialogue to fit narrative needs of game
- Ensuring clear sound design to communicate gameplay elements to the visually impaired
- Finalist in Ubisoft Montreal's *Indie Series* for the game *Radio.Play*

December 2020 - Present

**Sound Designer, *Ronin Flame Games***

- Designing sci-fi sound effects using synthesis and digital processing
- Producing a dynamic mix between sound effects, dialogue & music for a fast paced gameplay style
- Crafting events and parameters in Fmod to develop a satisfying audio experience

March 2016 – December 2020

**Founder, *Atobop Studios – Production & Post Production***

- Supervising the audio post production processes to meet strict festival deadlines.
- Finalizing mixes in stereo and 5.1 for theater and online streaming
- Collaborating with directors & producers to develop full spotting lists that are catered to each project
- Managing and maintaining production audio equipment to ensure fluid on-set work flow and clean dialogue recordings

## Education

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2012-2014

**Faculty of Music, Jazz Guitar**  
McGill University

2007-2011

**Jazz Performance**  
Vanier College

## Skills

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- Pro Tools, Reaper, Ableton, Logic Pro
- Wwise, Fmod
- Unity, Unreal
- C#, Unreal Blueprints
- Git
- Basehead, Sound Miner
- Izotope RX Editor
- Field & Studio Recording

## Contact

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