Cat Neri

Objective

To create award winning audio experiences while pushing the technological advancements in our field

Summary

- 15+ years of hands on experience in the audio field developing and creating engaging experiences for critically acclaimed titles
- High level of technical proficiency with an aptitude for problem-solving
- In-depth knowledge of entire production process and project management
- Strong leadership, interpersonal, communication, organizational, and artistic skills
- Cross-discipline collaborator and motivated self-starter with a strong work ethic

Professional Experience

| 5/18 – 4/19 | **San Diego Police Department** | San Diego, CA |

Police Officer

- Patrol officer

| 11/16 – 5/18 | **NTN Buzztime** | Carlsbad, CA |

IT Technician

- Setup and maintain employee workstations, hardware and software
- Active Directory management

| 5/14 – 5/16 | **SCEA** | San Diego, CA |

Audio Designer (Contract)

- Facilitated quicker iteration and implementation into simultaneous PS4 titles
- Created fun and engaging audio content of vastly different styles
- Supported Production and Design by bringing their audio vision to fruition

| 10/13 – 3/14 | **Molten Games** | San Diego, CA |

Audio Director

- Established and executed audio vision of flagship unnamed title
- Managed audio budget and oversaw all external music and voice-over development
- Collaborated with other discipline directors/producers defining scope and schedules
- Facilitated the implementation and integration of various audio elements through Wwise audio engine

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| 7/08 – 10/13 | **Trion Worlds** | San Diego, CA |

Audio Lead

- Directed and led audio vision, creation, and implementation on *Defiance*
- Worked with other disciplines defining scope, schedules, and resource allocation
- Maintained audio budget and oversaw all audio internal development and outsourcing
- Facilitated all voice-over coordinating and casting
- Handled coordination between Syfy audio team to enhance the user cross-over experience through shared iconic sounds between game and TV show
- Designed a powerful and versatile audio toolset that maximized production and iteration time

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| 1/04 – 6/08 | **Sony Online Entertainment** | San Diego, CA |

Audio Lead

- Audio Lead for over 10 *EverQuest* franchise Adventure Packs and Expansions
- Led creative direction of multiple simultaneous titles conceptualizing new and exciting audio features while also maintaining schedules and resource allocation
- Managed music and voice-over outsourcing and direction

| 4/03 – 10/03 | **Microsoft Game Studios** | Salt Lake City, UT |

Audio Designer

- Recorded, edited, and mastered numerous voice-over sessions
- Sound creation and implementation
- Mastering of all in-game music (380 commercial songs)

| 5/01 – 12/02 | **Acclaim Entertainment** | Salt Lake City, UT |

Audio Lead

- Led creative direction, implementation, and resource allocation for console titles
- Engineered numerous field recording sessions
- Collaborated with other disciplines to bring to life a powerful and massive dynamic voice-over system that led to a more engaging user experience

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| 6/98 – 5/01 | **Omega Recording Studios** | Rockville, MD |

Staff Audio Engineer

- Recording engineer for various music and voice-over sessions
- Mastering engineer
- Instructor for Omega Studios School of Applied Arts and Sciences focusing on studio techniques, digital editing, and MIDI

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Education

97 - 98	**Omega Studios School of Applied Arts and Sciences**	Rockville, MD

- Avid Pro Tools Certified User
- Recording engineering and Studio Techniques Program
- Sound Reinforcement for Live Sound Program
- Audio Production Techniques Program
- Electronic Music Synthesis and MIDI Program

Key Titles

- Defiance
- Koi Pond
- EverQuest II
- EverQuest II: Desert of Flames
- EverQuest II: Kingdom of Sky
- EverQuest II: Echoes of Faydwer

- EverQuest: Depths of Darkhollow
- EverQuest: Prophecy of Ro
- Field Commander
- Amped 2
- Legends of Wrestling
- *Full list available upon request*

Skills

- High level of experience in audio production scheduling across multiple projects
- Extensive knowledge of Mac and PC DAW's (Pro Tools, Sound Forge, Reaper, Vegas)
- Working knowledge of microphone placement and techniques
- Experience with Word, Excel, Access, Hansoft, Perforce, Alienbrain

References

References are available on request.