

D O N O V A N M I L L E R

composer/sound designer

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OBJECTIVE

To maintain a tradition of quality and excellence.

PROJECT HIGHLIGHTS

Disney Interactive: A Bug's Life Activity Center, Toy Story 2 Activity Center • **Hasbro:** Clue Chronicles: Fatal Illusion, Clue: Murder at Boddy Mansion • **Sierra:** Trophy Buck, Trophy Buck 2, Trophy Bear • **JamDat/Mogility:** PocketPC Bowling
South Peak: Animaniacs: A Gigantic Adventure • **THQ:** Tetris Worlds (PS2, X-Box, Gamecube, PC, GBA)
Warner Brothers: Crazy Paint • **Vivendi Universal:** Barbie Team Gymnastics • **EA:** The Sims Online, Ultimate Bass Challenge
Dreamworks Interactive: Small Soldiers - Globotech Design Lab • **IBM/Crayola:** Magic 3D Coloring Book - Favorite Places
Steck-Vaughn: Earth, Moon and Sun, Mathland, Mapping My World, Body Balance • **K'NEX:** The Lost Mines of K'nexore
Conoco: Conocoland Virtual Tour • Keyboarding Pro Multimedia, Keyboarding Pro II • **Tetris.com** •

EXPERIENCE

2002-present Trailer 71 Studios San Francisco, CA

•Multimedia Producer

Self employed independent contractor. Produced music, sound effects, video programs, web site design, ecommerce web stores, magazine articles and accompanying photos. Also acted as a software consultant for Pro Tools.

2001-2002 Blue Planet Software, Inc. San Francisco, CA

•Audio Producer

Managed Audio Dept budget and schedule, music composition, sound design, voice over production, video post production, cinematic dialog writing

1998-2001 Engineering Animation Inc. Ames, IA

•Audio Dept Manager

Management of audio department budget, schedule, staff and contractors

•Senior Audio Engineer

Music composition, sound effects design, voice over production, video post

•QA Coordinator

QA staff manager, Quality Assurance technician for b2b commerce site

•Assistant Video Engineer

Linear & Non-Linear Editing, Tape Library Management, Boom Operator

ADDITIONAL QUALIFICATIONS

Familiarity with Mac and PC DAW as well as analog reel to reel tape based recording systems

Desire to Succeed

Excellent People Skills

Creative Problem Solving

Intuitive Project Planning

Star Wars fan since 1977

Immense capacity for detail retention

Outstanding organizational skills

Number One Selling Children's titles: 2

INTERESTS

music, technology, foreign language, writing, art, films, bonsai growing and bicycling

SKILLS

Music Composition: Interactive musical score creation, vocalist, multi-instrumentalist

Sound Design: Conceptual sound environments, foley artist, creative sound synthesis

Audio Production: Project coordinator, record producer, session lead, recording engineer for post, studio and live

Video Production: Non-linear editing, compositing, streaming compression, multi-platform formatting

Writing: Product Descriptions, Cut-Scene Dialog and Narration, Technical Manuals

Project Management: Cohesive team leadership, consistent product direction, unfailing schedule and budget management

Web Development: HTML, Javascript, Actionscript, Flash content creation, SQL and PHP implementations

SOFTWARE

Adobe: After Effects, Photoshop, Premiere

Avid: Media Composer

Cakewalk: Sonar, Pro Audio

Digidesign: ProTools

discreet: 3D Studio Max, Character Studio, Cleaner

Macromedia: Dreamweaver Ultra Dev, Flash

MS: Project, Office, Source Safe, SQL

Sonic Foundry: Sound Forge, Acid, Vegas Video

EDUCATION

1989-1992

B.A. – English

Minor – French

Iowa State University

Ames, IA 50014

EXTRACURRICULAR

ISU Men's Gymnastics

1989-91

MUSICAL STUDIES

1975-2002

voice – 26 yrs

piano - 21 yrs

guitar – 18 yrs

bass - 13 yrs

harmonica – 8 yrs

saxophone – 4 yrs

percussion – 2 yrs

flute – 1 yr

PERSONAL ACHIEVEMENTS AND INVOLVEMENTS

•Over twenty individual software titles published in over 80 sku's

•Member of G.A.N.G. Organization, active in gaming audio industry

•Released five CD's with three different bands on self-financed independent record labels

•Mixed, Produced and Mastered albums for three different musical acts outside my own projects

•Performed with Des Moines Metropolitan Opera at age 13