Dominic Caterina
Sound Designer

Experience

March 2024 – Present
Sound Designer, Team Audio
- Shipped Dragon Age: The Veilguard. Owning audio for Levels and Missions. Support for Cinematics and Haptics. Mastering audio content for final release
- Designing sound for Weapons, Abilities, Creatures and Bosses for upcoming AAA Fantasy RPG title
- Prototyping and Designing Weapons and Foley for a Sci-fi FPS in Unreal 5. Building MetaSound patches from the ground up and writing up documentation for Weapons

October 2021 – October 2023
Sound Designer, *Electronic Arts*
- Shipped Dead Space remake. Ownership of chapter specific audio for ambiences, scripted events and interactables
- Point of contact for UI/UX, owning all tech and content for UI sound effects
- Implementation of a bespoke audio occlusion system through all the levels
- Supported the World Audio pillar for Dragon Age: The Veilguard
- Implementing ambiences for large scale regions utilizing systemic and custom workflows
- Collaborating with designers on interactive gameplay activities
- Crafting audio experiences for quests and narrative driven moments

November 2020 – October 2021
Sound Designer/Dialogue Designer, Freelance Game Audio
- Lead the audio design for several indie titles
- Creating systems using FMOD, Unity, Wwise
- Managing, editing and processing voice over audio

March 2016 – December 2020
Founder/Sound Designer/Composer, *Atobop Studios – Production & Post-Production Film Sound*
- 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 catered to each project

Education

2021
FMOD & C# Scripting,
Selected as August 2021 Featured Graduate
School of Video Game Audio

2012-2014
Faculty of Music, Jazz Guitar
McGill University

2007-2011
Jazz Performance
Vanier College

Skills

- Reaper, Pro Tools, Ableton, Logic Pro
- Wwise, Fmod
- Frostbite Engine, Unreal, Unity
- C#, Pure Data
- Perforce, Git
- Basehead, Sound Miner
- Izotope RX Editor
- Field & Studio Recording
- Excel Spread Sheets

Languages

- English – Excellent written, reading and spoken comprehension
- French – Strong reading, written comprehensions. Functional spoken comprehension

Contact

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