

Michael Pitaniello

Technical Sound Designer

michael.pitaniello@hotmail.com
linkedin.com/in/Pitaniello
michaelpitaniello.com

Industry Experience

Technical Sound Designer | Sucker Punch Nov. 2019 – July 2021
Ghost of Tsushima & Director's Cut | Custom Engine, **Wwise**

- Implemented **audio assets** and **Wwise states** into the game using both a **custom in-game editor** as well as an **in-house scripting language**.
- Performed **environmental audio markup** using the in-game editor to rig ambient reverb and create **bespoke soundscapes** across the game world.
- Adapted to a **work from home** arrangement during active development while **maintaining regular contact** and **collaboration** with the team.
- Worked in tandem with **sound designers** and **musicians** regarding **implementation requests** as well as **resolution of audio bugs**.
- Wrote **WAAPI** scripts to improve workflow. For example, a script to copy assets across switch cases for every instance in a Wwise project.
- **Coordinated** with the programming team to **maintain scripting code quality** and **correctly integrate new tools into the pipeline**.
- **Synchronized sound** to **animation keyframes** using in-house tools.
- Created new Wwise events as needed, taking into consideration **asset voice usage**, **DSP cost**, and impact on **bank memory size**.
- Adjusted in-game audio implementation to ensure it observed performance budgets across **PS4**, **PS4 Pro**, and **PS5**.

Audio Programmer | Turn 10 Studios Feb. 2018 – Aug. 2019
Forza Motorsport 7 | Custom Engine, **FMOD**

- Implemented an **audio event generation tool** using **FMOD's scripting language (JavaScript)** to remove repetitious tasks from the design work.
- Wrote a **tag search script** for FMOD Studio, enabling users to categorize, search for, and report on events based on production status.
- Coordinated with Turn 10's tools and automation team to implement **performance tests** and establish **baseline resource budgets** for audio.
- Communicated directly with Firelight Technologies to **address bugs** and **potential new features** within the FMOD Studio middleware.

Audio Programming Intern | Infinity Ward May – Nov. 2016
Call of Duty: Infinite Warfare | Custom Engine, Custom Middleware

- Created **pipeline tools** in **C#.NET** to simplify large scale changes to assets, metadata, and signal mixing.
- Updated audio hardware detection on PC builds using **WASAPI**, allowing for automatic microphone detection in multiplayer and co-op.

Education

Bachelor of Science in Engineering and Sound Design

DigiPen Institute of Technology

Aug. 2018

BFA in Music Performance, Focus Guitar Performance

Marshall University

Jul. 2013

Skills / Tools

Languages

Python v2.7
C / C++
C#.Net
Lua (familiar)
Batch Script (familiar)
PowerShell (familiar)
JavaScript (familiar)

APIs

Wwise
FMOD (Core & Studio)
WAAPI
WASAPI
DirectSound (familiar)

Audio

Wwise Middleware
FMOD Studio Middleware
Asset Implementation
Asset Tracking
Pro Tools 10
Logic Pro 9
Audacity
Audio Recording / Editing

Development

Visual Studio
Perforce
Git
Blender
Unity 3D
Unreal Engine (familiar)
Maya (familiar)

Platforms

PC
Xbox One
PlayStation 4
PlayStation 5 (familiar)

Team

WFH Experience
Jira
Agile / Scrum