SANTA MONICA, CA USA - BRADICAL.COM - FOTSCH@GMAIL.COM - 510-325-8761

Brad Fotsch

PROFILE

- 17 years of game development experience in AAA and Indie studios

- Involved in every aspect of game audio from prototyping and design to music composition and sound design to engine/middleware implementation

- Managed teams of sound designers, composers and audio programmers.

EXPERIENCE

AUDIO DIRECTOR - FUNOMENA — 2013 - 2022

Led the audio and music for all games on PS4/PS5, VR/AR, iOS, Unreal, Unity, Wwise, etc. Our crazy interactive music system in Wattam was nominated for a BAFTA.

AUDIO LEAD AND COMPOSER - WEVR - 2019 - 2020

Led the audio for Jon Favreau's VR experience Gnomes and Goblins. I created a spatialized choir of goblins that sang music throughout the large world.

AUDIO DIRECTOR/SOUND DESIGNER — ELECTRONIC ARTS - 2006 - 2013

Led the audio on both of Steven Spielbergs games called Boom Blox on the Nintendo Wii. Also worked on Command and Conquer and Medal of Honor.

AUDIO LEAD - CAPCOM - 2005 - 2006

Led the audio for the PS2 game Final Fight: Streetwise.

TEACHER/AUTHOR - BERKLEE ONLINE - 2013 -2016

Created and taught on online class called "Game Audio Production in Wwise"

EDUCATION

Berklee College of Music — Music Production and Engineering, 2004

SKILLS

Unreal Engine, Unity, Wwise, scripting, prototyping, motion capture

REFERENCES

Robin Hunicke - CEO - Funomena - hunicke@gmail.com

Jake Rowell - Creative Director - WEVR - jakerowerll@gmail.com