

NICK BRAUN

17634 NE Union Hill Rd #215 Redmond, WA 98052
www.nickbraunsound.com
nickabraun@gmail.com
614-205-3430

CUE SHEET

www.nickbraunsound.com/portfolio.html

Conduit 2 (00:00 – 00:32)

*High Voltage Software / Sega
Wii*

Conduit 2 is an FPS for the Wii. I was in charge of all audio for the beginning and end game cinemas. For this cinema, I was responsible for all sound design, music editing, dialog and mixing.

Kinect Star Wars (00:33 – 01:11)

*High Voltage Software / Microsoft / Lucas Arts
Xbox 360*

Kinect Star Wars was a large project with several different companies involved in the development. I was responsible for the sound design of in game cinemas and cut scenes. The cinema sound effects consisted of mostly ship sounds, guns, explosions, movement and foley.

Captain America: Super Soldier (01:12 – 01:24)

*High Voltage Software / Sega
Wii, 3DS*

Captain America: Super Soldier is a third person brawler for the Wii and 3DS. On this project, I was responsible for the design and implementation of movement and combat sound effects. I also worked closely with the dev department to implement a slow-motion power punch combo effect seen in this clip.

Toy Story Mania (01:25 – 01:40)

*High Voltage Software / Microprose / Disney/Pixar
PS3, Xbox 360*

Toy Story Mania is a video game adaptation of the popular Toy Story Midway Mania ride at Disney World. For this project I was responsible for all of the sound design as well as implementing all sound effects, dialog and music.