
David Zabriskie

Senior-level Composer Sound Designer

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SUMMARY

Professional composer / sound designer with more than 20 years of experience in the gaming (land-based and mobile), arcade video and pinball games industries.

- Composing, arranging, orchestrating
 - Producer, recording engineer, audio editor, manager
 - LogicPro, ProTools, Sound Forge, Finale, MaxMSP, Jira
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PROFESSIONAL EXPERIENCE

GSN Games, San Francisco, California

2015 - Present

Composer / Sound Designer

- Created, mixed, implemented and balanced all sounds for each game.
- Led a team of engineers to bring Unity 5 audio tools into game platforms.
- Organized the creation of music, sound effects and voice-over creations for five game teams located in San Francisco, Montreal, Ukraine, London and India.

Independent Contractor / Musicfilm, Salt Lake City, Utah

2011 - 2015

Composer / Sound Designer

- Directed and conducted six-time Tony Award Winner, Audra McDonald
- Created system and wrote software for computer-generated orchestra controlled in real-time (slowing down, speeding up, holds) using a Wii-mote controller as a baton.
- Produced and promoted music artists and albums for RLegacy Entertainment.
- Creator/Owner of HolySheetMusic.com, a digital sheet music download site for choral music containing more than 600 titles representing 50 composers.

International Gaming Technology (IGT), Reno, Nevada

2003 - 2011

Composer / Sound Designer

- Designed music and sound effects for mechanical steppers and video slot machines for land-based games.
- Directed and created impelling game sounds for third-party games, including High 5 Games and King Show Games.

Williams/Bally/Midway and WMS Gaming, Chicago, Illinois

1993 - 2000

Composer / Sound Designer / Manager

- Supervised seven composers/audio designers and maintained the highest standard of quality in the game industry.
- Presenter / Speaker at the 1998 Game Developers Conference, “New Business Opportunities for Interactive Audio.”
- Signatory of SAG / AFTRA hiring professional voice-over talent in Chicago.
- Directed and recorded Harvey Korman, Rick Moranis, John Goodman, Elvira, Aerosmith, Jake Lloyd, Mr. Monopoly and Ahmed Best (Jar Jar Binks) for games.

Premier Technology – Gottlieb, Chicago, Illinois

Composer / Sound Designer

- Composed music and created sound effects for twenty-three pinball and video games.
- Developed and implemented a system for locating copyright owners for licensing.
- Auditioned, hired and supervised all voice-over talent and produced each recording session.

EDUCATION

Doctor of Music, Music Composition, Northwestern University, Evanston, IL

- Special Emphasis: Orchestral Conducting, Choral Conducting
- Recipient of the prestigious Ekstein Music Composition Scholarship

Scott Smalley Orchestration Courses, Los Angeles, California

QUOTES FROM NEWSPAPER/MAGAZINE REVIEWS AND INTERVIEWS

“The Zabriskie [Sauros: Music for Solo Cello, Strings and Percussion] is wonderfully imaginative, with the percussion used to particularly good effect. The writing is strong and free, with an abundance of content and the performance was consistently effective.” — **Chicago Sun Times**

“Conventionally structured with three movements and comfortably accessible to the listener, this 27-minute, tonally centered octet [Starret Lake] is nevertheless full of modern ideas and are developed and interwoven with considerable originality and skill...it rivets the attention and catches the emotions — **Beacon Journal**

“Zabriskie knows what he wants to say and has the technical know-how to express it. He is a composer well worth watching.” — **Plain Dealer**

“Zabriskie’s serenading slots have proved popular in Atlantic City and Las Vegas.” — **Worth Magazine**

“The music [from the game ‘Car Hop’] is very good, evoking the classic rock and roll feel of the 50’s” — **Play Meter Magazine**

“A musical pinball wizard” — **Screen Magazine**