

Clint Bajakian

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- 23-year game industry music composer, manager, producer, with over 200 credits
- Proven leader in music design, direction and production for top video games
- Often recipient of awards, nominations and accolades for musical scores and soundtracks
- Industry leader in development, management, methodology, quality and efficiency
- Budgetary oversight of up to 20 million dollars annually
- Solution oriented team player with honed client services and communication skills
- Extensive experience and skillset in orchestral music production

Professional Experience

Sr. Music Manager, VP of Development, Pyramind Studios, Inc. **2013-present**

Responsible for composing musical scores, developing internal staff and production practices, and developing business

Senior Manager of Music, Sony Computer Entertainment America LLC **2004-2013**

Co-recruited and led 16-person music team in pioneering strategy, musical score design, production, resource allocation, budgeting and scheduling for Sony PlayStation video games

- Responsible for portfolio of up to 30 titles annually with music budgets ranging from \$100,000 to 1,000,000, including God of War, Uncharted, SOCOM and inFamous franchises
- Provided creative and technical scoring direction working closely with director and fellow staff
- Constant emphasis on creative and technical excellence, and industry benchmark quality

Hired to Sony in 2004 at a time when the music department had been prompted to win more awards by senior management. Initially produced music for God of War, and it won an AIAS award for best music in 2005. Managed continually growing world-class music staff at Sony to consistently receive prestigious music awards and nominations every year since, including prized BAFTA and AIAS awards and nominations for best music.

Board of Overseers, New England Conservatory of Music, Boston. **2013-present**

Responsible for helping advise on music technology and scoring for entertainment media.

Co-Founder, Vice President, Board of Directors, Game Audio Network Guild (G.A.N.G.) **2002-present**

Co-designed nonprofit professional organization at Project Bar-B-Q in San Antonio TX
Co-founded at Dolby Labs in 2002, San Francisco. Served as first vice president, 2002-2004.
Board of Directors, 2002-present.

Composer, Sound Designer, President, Founder, Bay Area Sound, Inc. **2000-2004**

Managed independent company with staff of three, producing sound, music and voiceover for visual media, leveraging music and sound design production techniques developed at LucasArts.

Composer, Sound Design Supervisor, LucasArts Entertainment Company LLC **1991-2000**

Composed original music, designed sound and supervised audio production on LucasArts video games. Adopted original approaches to scoring games with sound and music, including imaginative original content in a highly adaptive framework using the iMUSE system. Worked closely with producers and creative directors, collaborating with Michael Land and Peter McConnell in adaptive music composition and integration and directed sound design across all titles in creative, technical and logistical areas.

Education

Master of Music in Music Composition, University of Michigan, Ann Arbor **1991**
Bachelor of Music in Guitar and Music Theory, New England Conservatory of Music, Boston **1987**

Talents and Skills

- Original music composition, scoring and production supervision
- Music team leadership, strategic vision, collaboration, communication, negotiation
- Designing music style guides for a new title in collaboration with director and producer
- Extensive up-to-date knowledge of top musical talent and agencies in film, TV and video games
- Music production methodology, workflow design and direction, creative and technical
- Project and multiple projects management including budgetary, scheduling and staffing
- Design and production of narrative musical score to picture, with focus on adaptability
- Knowledge and vision for overall audio experience, including style, approach, and mix
- Leading audio software and hardware, off-the-shelf and proprietary tools and technology
- Office administrative and database applications, basic graphic applications
- Staff mentorship and development, advocacy, evangelism, public speaking, teaching

Professional Affiliations

New England Conservatory **2013-present**
Board of Overseers

Game Audio Network Guild (G.A.N.G.) **2002-present**
Co-founder (2002), Vice President (2002-2004), Board of Directors and Advisors (2002-2012)

Academy of Interactive Arts and Sciences **2007-present**
Peer Panelist voter Original Music Composition award category, AIAS Voting member

National Academy of Recording Arts and Sciences **2004-present**
Grammy voting member

Interactive Audio Special Interest Group (IASIG) of the MIDI Manufacturers Association **2002-2004**
IASIG Steering Committee, and XMF Audio workgroup

Conferences **1993-2012**
Game Developer's Conference, Dice Summit, PlayStation Game Technical Conference, E3, Microsoft XFFest, Project BBQ, Canadian Music Week, N.A.B., MacWorld, Mac OS X, NAMM

Credits *(partial lists, over 200 total)*

Music Management for Sony PlayStation

God of War (2005), God of War II (2008), God of War III (2010)
Uncharted: Drake's Fortune (2007), Among Thieves (2009), Drake's Deception (2011)
inFamous (2009), inFamous 2 (2011)
SOCOM 4: US Navy SEALs, SOCOM 3, Combined Assault, Confrontation, Fire Team Bravo series
Heavy Rain (2009), Orchestral scoring supervision
flOw (2007), Flower (2009), Journey (2012)

Original Music Composition

Uncharted: Golden Abyss (PS VITA, Sony 2012)
Uncharted (PS3, Sony 2007), Uncharted 2 (2009) and Uncharted 3 (2011), Additional music
Indiana Jones and the Emperor's Tomb (PC, Xbox, PS2, LucasArts 2003)
Battlestar Gallactica (PS2, Xbox, Vivendi Universal 2003), Additional music

Escape from Monkey Island (PC, LucasArts 2000)
 Outlaws (PC, LucasArts 1997)
 Star Wars: Dark Forces (PC, LucasArts 1994)
 Indiana Jones and The Infernal Machine (PC, LucasArts 1992)

Sound Design / Audio Lead

Psychonauts (Xbox, Double Fine, Majesco 2005)
 Star Wars: The Phantom Menace (PC, PS, LucasArts 2000)
 Grim Fandango (PC, LucasArts 1998)
 Jedi Knight (PC, LucasArts 1997)
 The Curse of Monkey Island (PC, LucasArts 1997)
 The Dig (PC, LucasArts 1995)
 Full Throttle (PC, LucasArts 1994)
 Star Wars: Dark Forces (PC, LucasArts 1994)

Awards and Special Achievements *(partial list)*

Hollywood Music in Media, *Best Sound track for Video Game, World of Warcraft: Warlords of Draenor* **2014**
 Game Audio Network Guild, *Lifetime Achievement Award* **2013**
 British Academy BAFTA, *Original Music Nomination – Uncharted 3: Drake’s Deception* **2012**
 Distinguished Alumni Award, New England Conservatory of Music, Boston MA **2012**
 Square Enix Award for Special Achievement, “Bajakian one of driving forces in evolution of VG music” **2010**
 British Academy BAFTA *Original Music Award – Heavy Rain (Scoring Supervisor)* **2010**
 British Academy BAFTA *Original Music Award – Uncharted 2: Among Thieves (Sr. Music Manager)* **2010**
 Game Developer Choice Awards, *Best Audio, Uncharted 2: Among Thieves* **2010**
 Academy of Interactive Arts and Sciences *Original Music – Uncharted 2: Among Thieves* **2009**
 Distinguished Alumni Award, The Fenn School, Concord MA, **2008**
 Academy of Interactive Arts and Sciences *Original Music, God of War (Music Supervision)* **2006**
 Game Audio Network Guild awards, *Music of the Year; Best Interactive Score; Best Live Performance Recording; Indiana Jones and The Emperor’s Tomb, (Original Music)* **2004**
 Computer Gaming World, *Outstanding Achievement in Music Composition, Outlaws, (Original Music)* **1997**

Public Speaking and Teaching Engagements *(partial list)*

Game Developers Conference, served as GDC faculty 1-2 sessions per year on average **2000-2013**
 Highlights:
 GDC 2012, panel, G.A.N.G. Demo Derby
 GDC 2010, lecture, “Adaptive Music: The Secret Lies in Music”, ranked top 52 of all GDC sessions
 GDC 2007, panel, *Music: Design, Production, Implementation*
 GDC 2006, panel, *God of War: Sound and Music Production*
 GDC 2003, panel, *Producing Orchestral Scores for Games*
 GameSoundCon, San Francisco, Keynote Address, “Form and Spirit” **2012**
 Grammy Music for Visual Media Conference, Expressions College, Emeryville, CA, panel **2012**
 University of Southern California, Los Angeles, lecture, “Producing Music for Video Games” **2012**
 Academy of Art University, San Francisco, lecture, “Sound and Music for Video Games” **2012**
 Pyramid, San Francisco, led panel on God of War 3 music production **2011**
 Society of Composers and Lyricists, Los Angeles, panel, *Working with Audio Directors* **2009**
 Berklee College of Music, Boston, 4 consecutive year visiting faculty **2007-2011**
 Canadian Music Week, Toronto, panel, “The Marriage of Music and Gaming” **2008**
 O’Reilly Mac OS X Conference, Santa Clara, lecture, “The Future of Game Audio” **2004**