

MICHAEL EDWARD JOHNSON michael@ankf.com

Supervising Sound Designer/Mixer/Recordist – Sound Design Manager

www.ankf.com

<http://www.imdb.com/name/nm1444380/>

QUALIFICATIONS SUMMARY:

- Award winning Sound Designer with 15 years of professional sound design experience in Video Games, Feature Films, & TV.
- 5 years experience as Sound Design Manager/Audio Post Production Manager for SCEA.
- Excellent project management skills with the ability to handle multiple projects concurrently.
- Ability to communicate effectively with Producers, Directors, Team Leads, and Sound Designers.
- Experienced Sound Effects Recordist & Foley Recordist.
- Extensive network of resources from Films, Games and TV to draw upon when needed.

FEATURE FILM CREDITS:

The MATRIX RELOADED – Sound Designer @ Danetracks

The MATRIX REVOLUTIONS – Sound Designer @ Danetracks

GOTHIKA –Sound Designer @ Danetracks

SPARTAN –Sound Designer@ Danetracks

CURSED – Sound Designer @ Buena Vista Pictures

The UNDERCLASSMAN – Sound Designer @ Danetracks

The PERFECT MAN – Sound Designer @ Warner Bros. Pictures

The ANIMATRIX / The 2nd. Renaissance I – Supervising Sound Designer @ Danetracks

The ANIMATRIX / The 2nd Renaissance II – Supervising Sound Designer @ Danetracks

The ANIMATRIX / Matriculated –Supervising Sound Designer @ Danetracks

VIDEO GAME CREDITS:

Diablo III – (PC) – Senior Sound Designer @ Blizzard Entertainment

Cataclysm / World of Warcraft – (PC) – Senior Sound Designer @ Blizzard Entertainment

StarCraft II – (PC) – Senior Sound Designer @ Blizzard Entertainment

God of War III – (PS3) – Supervising Sound Designer & Mixer Cinematics /Additional In Game Sound Designer @ SCEA

ModNation Racers – (PS3) – Supervising Sound Designer & Mixer Cinematics @ SCEA

InFamous – (PS3) –Supervising Sound Designer & Mixer Cinematics @ SCEA

Secret Agent Clank – (PSP) – Supervising Sound Designer & Mixer Cinematics @ SCEA

God Of War – (PS2) – Supervising Sound Designer & Mixer Cinematics /Additional In Game Sound Designer @ SCEA

God of War II – (PS2) – Supervising Sound Designer & Mixer Cinematics @ SCEA

God of War Chains of Olympus – (PSP) – Supervising Sound Designer & Mixer Cinematics @ SCEA

Uncharted – (PS3) – Additional In Game Sound Designer @ SCEA

LAIR – (PS3) – Supervising Sound Designer & Mixer Cinematics @ SCEA

WarHawk – (PS3) – Additional In Game Sound Designer @ SCEA

SOCOM Confrontations – (PS3) – Foley Artist/Recordist @ SCEA

SOCOM III – (PS2) – Supervising Sound Designer & Mixer Cinematics @ SCEA

SOCOM Combined Assault – (PS2) – Supervising Sound Designer & Mixer Cinematics @ SCEA

SOCOM Fire Team Bravo – (PSP) – Supervising Sound Designer Cinematics @ SCEA

SOCOM Fire Team Bravo 2 – (PSP) – Supervising Sound Designer & Mixer Cinematics @ SCEA

SOCOM Fire Team Bravo 3 – (PSP) – Supervising Sound Designer & Mixer Cinematics @ SCEA

SOCOM Tactical Strike – (PSP) – Supervising Sound Designer & Mixer Cinematics @ SCEA

Syphon Filter Logan's Shadow – (PSP) – Supervising Sound Designer & Mixer Cinematics @ SCEA

Neo Pets & The Wand of Wishing – (PSP) – Supervising Sound Designer Cinematics @ SCEA

Neo Pets & The Darkest Faerie – (PS2) – Supervising Sound Designer Cinematics @ SCEA

NBA 07 / The Life – (PS2) – Supervising Sound Designer Cinematics @ SCEA

NBA 08 / The Life – (PS3) – Supervising Sound Designer Cinematics @ SCEA

NBA 09 / The Life – (PS3) – Supervising Sound Designer Cinematics @ SCEA

ATV4 / Off Road Fury Extreme – (PS2) – Supervising Sound Designer Cinematics @ SCEA

Prince of Persia II & The Sands of Time – (PS2/XBOX) – Sound Designer @ Danetracks

DOOM 3 – (PC) – Sound Designer @ Danetracks

Enter The Matrix – (PS2/XBOX) – Supplied my original Matrix Reloaded & Revolutions SFX to game team @ Danetracks

JAK 3 – (PS2) – Sound Designer Cinematics @ Technicolor Sound Services

PROFESSIONAL EMPLOYMENT HISTORY:

Blizzard Entertainment – (Irvine, CA.) Jan 2010 – Present

- Senior Sound Designer responsible for designing, implementing, & recording new SFX for Diablo III.
- Senior Sound Designer responsible for designing, & recording new SFX for Cataclysm / World of Warcraft.
- Senior Sound Designer responsible for designing & recording new SFX for StarCraft II.

Sony Computer Entertainment America /SCEA – (San Diego, CA.) Dec 2004 – Dec 2009

- Sound Design Manager/Audio Post Production Manager for SCEA.
- Supervising Sound Designer & Mixer on over 20+ Playstation Games (see above).
- Responsible for Sound Design, 5.1 Mixing, PL2 Mixing, Foley Cueing/Editing, SFX Recording.
- Management of 5 person Audio Post Production team across multiple projects.
- Management & Scheduling of all Audio Post Production duties on projects.
- Management of external sound contractors when necessary (editors/mixers/recordists).
- Planning & Supervision of Foley sessions at Warner Bros, Sony Pictures, etc.
- Planning & Supervising & Performing of Foley sessions held at SCEA San Diego.
- Planning & Supervision of sound effect recording trips for game projects & SFX library building.
- Equipment planning & purchasing based on annual departmental budgets.
- Responsible for bringing feature film audio post production quality to SCEA cinematics.
- Developed on line SFX Spotting Notes Database to streamline cinematic production.
- Utilized my feature contacts to help in every aspect of the sound production on projects.

Technicolor Sound Services – (Burbank, CA.) Sept. 2004 – Oct. 2004.

- Freelance sound designer for Jak 3 and God of War cinematics.
- Freelance sound designer on God of War for additional in game SFX .

DaneTracks – Feature Film Audio Post – (Hollywood, CA.) Sept. 2002 – Sept. 2004.

- Sound Designer/Editor on The Matrix Reloaded.
- Sound Designer/Editor on The Matrix Revolutions.
- Sound Designer Editor on Gothika. – Sound Designer Editor on Spartan.
- Sound Designer/Editor on The Underclassman.
- Sound Supervisor/Designer on The Animatrix Second Renaissance I & II.
- Sound Supervisor/Designer on The Animatrix Matriculated.

740 SoundDesign – Commercial Sound Design – (Santa Monica, CA.) Aug. 2001 – Sept. 2002.

- Primary Sound Designer for 740 Sound.
- Sound Design/Editorial on over 50+ commercial & movie trailer projects.
- Responsible for spearheading Danetracks commercial wing.

MachineHead Commercial Sound Design – (Venice, CA.) Aug. 1996 – Aug. 2001.

- Sound design/Editorial on over 200+ commercial projects.
- Responsible for facility transition to Pro Tools from Fairlight DAW's.
- Responsible for facility transition to Quicktime Movies from 3/4" tape machines.
- Responsible for facility transition to networked SFX library & Storage system from DAT.

PROFESSIONAL AWARDS:

- 2003 MPSE Nomination The Matrix Reloaded – Sound Design
- 2003 MPSE Nomination The Animatrix – Sound Design
- 2007 TEC Award Nomination God of War II – Re-Recording Mixer
- 2008 GANG Award – God of War Chains of Olympus – Best Hand Held Audio
- 2007 GANG Award – Syphon Filter Logan's Shadow – Best Hand Held Audio
- 2005 GANG Award – God of War – Best Cinematic Audio
- 2005 GANG Award – God of War – Best Game Audio
- 1998 Bronze CLIO – IBM Nagano Campaign – Sound Design
- 2008 DV Award – God of War Chains of Olympus – Cinematic Sound Design
- 2007 DV Award – LAIR – Cinematic Sound Design
- 2007 DV Award – God of War II – Cinematic Sound Design

Michael Edward Johnson - Sound Designer Professional Recommendations (Partial List)

Bryan Watkins, *Game Sound Supervisor, Danetracks, Inc. (colleague)*

"Mike is an excellent Sound Designer always pushing the envelope. If I needed him for 2 days or 2 months the work was always top notch. He always met his deadlines no excuses completely focused. Excellent team player and leadership qualities. I would highly recommend Mike to anyone for game or film sound design. Bryan Watkins"

John Roesch, *Lead Foley Artist, Warner Bros. (colleague)*

"Mike Johnson's attention to detail and good ears help us achieve our very best on the Foley Stage. Always prepared and unflappable, we know we can count on his support and feel that our contribution will be utilized to the fullest!. I would not hesitate to work with Mike on any sonic challenge, he is more than up to the task - John Roesch"

Andrew Lackey, *Sound Effects Designer, Danetracks, Inc. (colleague)*

"Mike is a very talented sound designer and terrific guy to work with. We spent a lot of time together during the Matrix Sequels, and Mike did a ton of great work on the APUs (Huge Roboty-things). However, my favorite stuff is in the Animatrix, which is very rich with cool sound design work. Mike was the creative lead on several of these shorts and totally rocked them. He's also got a great sense of humor and is a great guy to collaborate with."

Eryne Prine, *sound assistant, Danetracks, Inc. (colleague)*

"Mike is one of the most creative Sound Designers I have worked with in my 9 years in the field. He has a warm and fun personality which I enjoyed working with."

AUDIO SOFTWARE KNOWN:

Pro Tools, Kyma, Kontakt, Metasynth, Max/Msp, Peak, NetMix, Reaktor, Scream, Sound Forge, Sound Hack, Sound Miner, Snapper.

MANAGEMENT SOFTWARE KNOWN:

MS Word, Excel, Powerpoint, Keynote, Mind Manager, Merlin, ScrumWorks Pro.

PROFESSIONAL AFFILIATIONS:

Motion Picture Editors Guild (Local 700)
Game Audio Network Guild (GANG)

EDUCATION:

San Diego State University – SDSU (San Diego, CA.)
UCLA Extension (West Hollywood, CA.)
Hartnell Junior College (Salinas, CA.)
Cabrillo Junior College (Aptos, CA.)