

Contact

Dustin Nulf

1309 Main St #605
Dallas, TX 75202

p: 214.282.3496
e: dustin.nulf@gmail.com

Education

Full Sail University

Winter Park, FL
Oct 2008

Associate of Science Degree in Recording Arts

Awards

Salutatorian Award (3.94 GPA)
Perfect Attendance Award
Pro Tools 210M Certified Operator for Music Production
Course Director Award in Audio Workstations

University of Texas at Dallas

Dallas, TX
May 1995

Bachelor of Science Degree in Business Administration

Skills

Hardware

SSL 9000J
Amek 9098i
SSL AWS 900+
Tascam MX2424/48

Digidesign ICON D-Control
Digidesign Control 24
Mackie 1604 VLZ
Soundcraft Ghost

Software

Pro Tools 7.3 LE/HD
Logic 8
Sonar
ACID 5.0

Sound Forge
Audacity
Final Cut Pro
Nuendo

Experience

Music Composer

Hero's Puzzle Path

Denver, CO
Jun 2007 - Sep 2007

PC game: Hero's Puzzle Path

Created music for front-end menus, gameplay, and win/lose stingers

Audio Software Engineer III

Paradigm Entertainment

Farmers Branch, TX
Mar 2002 - Jan 2007

Game and Audio Programmer for the following commercial games:

Mission Impossible: Operation Surma (PS2, Xbox, GameCube)

Terminator 3: Redemption (PS2, Xbox, GameCube)

Asteroids 3D (Xbox, unpublished)

Battlezone: Engage (PSP)

Stuntman 2: Ignition (Xbox360, PS2)

Audio Designer

Brain Drain Productions

Dallas, TX
Jan 2005 - Jan 2006

Commercial Pocket-PC game: G-Prime

Sound designer and music composer

Software Engineer II

Mesa Logic

Carrollton, TX
Dec 2000 - Nov 2001

Microsoft Xbox project: DJ World Tour

Game and Audio programmer on team project

Assembled game music and gameplay scripts

Demonstrated proof of concepts with audio and gameplay

Software Engineer II / Audio Design

Fused Software

Dallas, TX
Nov 1999 - May 2000

Commercial PC product: Vietnam: Black-Ops

Programming of interface and display systems

Director of audio effects and music

Composition of 10 musical and ambient tracks

Software Engineer II

Ion Storm

Dallas, TX
Oct 1997 - Nov 1999

Commercial PC product: John Romero's Daikatana

Programming of front-end and game interface systems

Managed game objects and inventory items

Software Engineer I
7th Level

Richardson, TX
Jul 1996 - Oct 1997

Commercial product: Dominion: Storm Over Gift 3
Teamwork programming on game engine
Responsible for programming front-end menu system and game interfaces
Developed and maintained world construction tools
Designated the Project Lead on localization and patch updates

Software Engineer I
Future Vision

Dallas, TX
Jul 1995 - Jul 1996

Commercial PC product: Harvester
Created a Dialogue System, maintaining over 12,000 lines of character dialogue
Programmed menus, game interfaces, and Load/Save/CD features

Game Designer
Wormhole

Dallas, TX
Jan 1994 – May 1995

Shareware PC game: Wormhole (unreleased)
Designed a graphical role-playing game for bulletin board systems
Responsible for game design, programming, audio, testing

Game Designer
Operation: Overkill

Dallas, TX
Jan 1988 – Jan 1995

Created a role-playing game for bulletin board systems
Responsible for game design, programming, audio, distribution
Independently sold over 3000 internationally
Sponsored city vs. city tournaments

Academic Projects

Academic / Recording Studio Design Full Sail University
The Vault Studios Jan 2008

Designed a recording studio with blueprint floor plan, wiring, and equipment layout

Academic / Live Venue Design Full Sail University
Sound Dynamics June 2008

Designed a live venue setup with equipment and proposed budget

Academic / Movie Trailer Full Sail University
Audio Post Production Sep 2008

Provided audio for "Wanted" trailer, including foley, ADR, sound effects, field recording
Mixed on Digidesign D-Control consoles, 5.1 surround sound mixing

Academic / Band Project Full Sail University
Sessions Recording Aug 2008

Tracked and mixed a song "Answer" by the band *Hopes High*
Recorded on a Amek 9098i and SSL 9000J
Mixed on an SSL AWS 900+ using Pro Tools 7.3 HD

Personal Projects

DJ Producer Winter Springs, FL
Spring Funk Mix CD Apr 2008

Created a mix compilation of house music for spring 2008
Utilized Sonar DAW and ACiD 5.0 sequencer

Music Composer Winter Springs, FL
"Honey" Mar 2008

Remixed a song by Erykah Badu for Spring Funk Mix CD
Created with Sonar DAW and ACiD 5.0 sequencer

Music Composer Dallas, TX
"Titan" Sep 2003

Composed title theme for an unpublished PS2 game
Created with Cakewalk DAW

Music Composer Winter Springs, FL
"Like a Feather" Oct 2002

Re-mixed a song by Nikka Costa for live DJ sets