Peter Thomas

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SUMMARY OF QUALIFICATIONS

- **Extensive expertise in multi-platform audio production**, demonstrating versatility across various media
- **Skilled leader and collaborative team member** with strong interpersonal and presentation skills
- **Adaptable and resilient in rapidly changing environments**, maintaining high performance under pressure
- **Strong aptitude for making creative musical judgments**, consistently producing high-quality and innovative audio
- **Proven problem-solver** with a track record of implementing effective solutions
- **Excellent organizational skills**, ensuring efficient management of projects and resources
- **Demonstrates initiative and a strong work ethic**, committed to achieving excellence and exceeding expectations

SOUND REEL / PORTFOLIO

- Sound Reel:
  - sounddesigner.peterhthomas.com
- Sound Portfolio:
  - sounddesigner.peterhthomas.com/portfolio

PROFESSIONAL EXPERIENCE

THE WALT DISNEY COMPANY   **2011 - PRESENT**
Audio Lead   *2022 – present*
- Managed a cross-divisional audio team, effectively addressing diverse audio needs across multiple Disney departments
- Directed the production of audio content for Disney's pioneering voice assistant, *Hey Disney!*, utilizing cutting-edge AI technology to enhance user experience
- Managed audio resourcing by creating scopes and budgets for optimal resource allocation
- Mentored team members in career development by providing access to new skills and opportunities, fostering professional growth and enhancing team capabilities
- Led a creative audio campaign for Disney's NFT initiative, resulting in a 40% revenue within division
- Collaborated with producers to secure music licensing rights for various product launches, ensuring timely and effective integration of licensed content
- Introduced management techniques to external Disney teams, boosting productivity by 10%

Senior Sound Designer   *2017 – 2021*
- Produced and composed original music for various video game and media platforms
  - Music Reel / Portfolio - composer.peterhthomas.com
- Collaborated with major brands such as Amazon and Google to create original sound content for smart speaker applications
- Expert in the end-to-end voice-over production process, including scriptwriting, directing voice talent, and developing distinctive brand voicing
- Managed relationships with external vendors, coordinating budgets and overseeing the creative process
- Developed innovative designs and strategies for interactive Disney consumer products, leading to multiple successful launches on the Amazon Alexa platform

Audio Producer   *2011 – 2016*
- Created original sound design for chart-topping mobile games, with 17 titles reaching the Top-20 on iTunes Charts, including 6 that achieved the #1 spot
- Designed and implemented an audio production pipeline that was adopted across multiple company studios, including locations in Palo Alto, Glendale, Prague, and Austin
- Strategized and led the audio team in integrating FMOD, a middleware tool, for the first time in a Disney Mobile game, enhancing the audio experience
- Enhanced game designers' audio implementation by utilizing Unity scripting tools, increasing efficiency and sound integration quality
- Successfully collaborated with external Disney divisions, including LucasArts and Pixar, to acquire production assets and meet stringent game audio approval standards

ACTIVISION
Sound Designer   *2008 – 2010*
- Produced and implemented audio and music for AAA game title (*Guitar Hero: Van Halen*) and DLC
  - Mixed multi-track studio recordings by top-tier artists to perfectly match original 2-track album masters
- Led the Guitar Hero drum note-tracking production team, overseeing the creation and accuracy of note-tracks
  - Delivered 75+ drum note-tracks with a 100% on-time delivery rate and top-tier accuracy ratings
- Redesigned the note-tracking team's review process, increasing productivity by 30% through simplified protocols
- Introduced innovative production techniques, enhancing the audio team's efficiency by 20%
- Coordinated cross-departmental teams to resolve animation issues in *Guitar Hero: Van Halen*, ensuring a successful game launch

FUTURE RHYTHM
Digidesign (Pro Tools) Certified Instructor   *2007 – 2008*
- Taught intensive Pro Tools Certification courses (101, 110, 201, 210M), equipping students with comprehensive skills in professional audio production
- Developed course curricula for four new music production certification packages, expanding the educational offerings and meeting industry demands

STUDIO HIBIKI
Chief Engineer / Studio Manager   *2003 – 2006*
- Served as the sole in-house recording, mixing, and mastering engineer, ensuring the highest quality sound production
- Project-managed and earned credits on over 25 full-length albums, overseeing all aspects from initial concept to final delivery
  - Project Management Responsibilities**:** Developed and maintained production schedules, accurately forecasted and controlled budgets, and directed talent to achieve creative goals
- Successfully managed and operated a state-of-the-art $1.5 million recording facility, optimizing resources to maximize efficiency and output
- Led the development and execution of the company's marketing and advertising strategy, resulting in high-profile exposure, including a full-page feature in *EQ Magazine*

INDUSTRY AWARDS / ACCOLADES

- Hey Disney!
  - Webby Awards / Best Aesthetic Winner (2024)
- Nat Kids Geo
  - Webby Awards / Best Voice Skill Winner (2022)
- Frozen Sing!
  - Webby Awards / Best Voice Skill Honoree (2021)

- Stories from Disney's Frozen 2
  - Webby Awards / Best Voice Skill Winner (2020)
- Star Wars: Choose Your Destiny
  - Amazon / Top 10 Skills (2019)
- Tiny Death Star
  - IGN / Best Mobile Sim Game (2013

EDUCATION

UNIVERSITY OF CALIFORNIA, LOS ANGELES
Bachelor of Arts, Ethnomusicology (cum laude honors)
- Communication Emphasis
- Publicity / Radio Promotion Internship (Atlantic Records)

TECHNICAL KNOWLEDGE & TOOLS

- Avid Pro Tools
  - Music / Post Operator Certified
- Wwise
- Unreal Engine
- FMOD Designer
- Fabric
- Unity
- Soundminer
- Adobe Audition
- Sound Forge

- Audacity
- SourceTree
- AirTable
- Jira
- GitHub
- Perforce
- Q Script
- WordPress
- MuseScore
- Drums