

DANIEL BRUNELLE

SOUND DESIGNER ■ COMPOSER



4034 W Addison St : Chicago, IL 60641



daniel@diplomacymusic.com



(847) 347-9007

PROTOOLS



ABLETON



REAPER



LOGIC



SOUND DESIGN



MIXING



MUSIC PROD.



WWISE



FMOD



XML SCRIPTING



UNITY



EXPERIENCE

SCIENTIFIC GAMES

Senior Audio Designer

Solely responsible for all music, sound effects and audio implementation scripting for over 40 games

April 2016 to Present

DIPLOMACY MUSIC LLC

Composer, Sound Designer, Founder

Clients: Gimlet Media, Mosaic XM, Spotify

Brands: Blast Z, Beef Council, ComEd/Exelon

January 2013 to Present

JIRA PRODUCTIONS

Composer, Business Development

Under Ira Antelis

Clients: Leo Burnett, BBDO, and VSA Partners

Brands: McDonalds Kellogg's, Centrum, Mack Truck

January 2014 to 2016

MONAKR (BAND)

Producer, Engineer, Performer, Art Director

October 2014 to 2017

GEMINI CLUB (BAND)

Producer, Engineer, Performer, Art Director, Founder

May 2008 to September 2017

ONESUN ENTERTAINMENT GROUP

in partnership with CRC

Under Frayne Lewis and Chris Shepard

Producer, Composer, Engineer

Clients: Leo Burnett, BBDO, Draft FCB, Razorfish

Artists: Rihanna, Shealeigh, Anya V

Brands: Secret, Maytag, Whirlpool, Blackberry, Philip Morris

October 2009 to July 2013

CHICAGO RECORDING COMPANY

Assistant Sound Engineer

March 2009 to May 2011

ACHIEVEMENTS

Webby Nominated Voice

Guided Interactive

Podcast Finding Dolores
(2018)

Original productions have over **4 million** Youtube and Spotify plays combined

No. 3 requested song, Radio Disney Shealeigh-
"What Can I Say"
(October 2011)

No. 1 rotation single XM
Sirius ALT Nation
Gemini Club - "Sparklers"
(January 2014)

No. 1 on Hypemachine
Popular chart, Three times
(2009 - 2012)

Performer - **Lollapalooza**
(August 2014)

Performer - **Wrigley Field**
Seventh Inning Stretch
(October 2014)

Composed **Four Feature Scores**

Broken Bridge (2018)

The North Star (2013)

Greensburg (PBS, 2009)

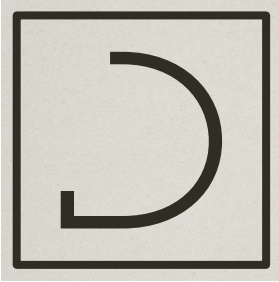
Poverty in Chicago (PBS
2007)

EDUCATION

Columbia College Chicago
(Attended)

BFA Music Composition

September 2004 to May 2008



DANIEL BRUNELLE

SOUND DESIGNER ■ COMPOSER



4034 W Addison St : Chicago, IL 60641



daniel@diplomacymusic.com



(847) 347-9007

REFERENCES

WILSON STANDISH

Spotify
Senior Global Strategist
wilsons@spotify.com
(773) 480-4700

JEFF BECKER

Swanson, Martin, and Bell
Attorney, Head of Entertainment
jbecker@smbtrials.com
(312) 371-3730

CHRIS CLARK

Leo Burnett
Director of Music
chris.clark@leoburnett.com
(312) 220-6512

RECENT SOUND DESIGN

The Two Princes - Season 1 (2018)

Gimlet Media
Sound Design
Starring Noah Galvin (Booksmart) and Christine Baranski (The Good Wife,)

The Horror of Dolores Roach - Season 2 (2019)

Gimlet Media
Sound Design
Starring Daphne Rueben Vega

More work examples and testimonials available upon request

SYNCS AND LICENSES

NINTENDO 3DS (TV)
UBISOFT WATCHDOGS (GAME)
TNT LEGENDS • VICE MEDIA • COMED • BEEF
COUNCIL • KELLOGG'S • MAYTAG • SECRET • LYFT •
GATORADE • HUGO BOSS • CW RINGER • MTV
REDBULL • GOOSE ISLAND • OLDSTYLE • THE MILL
• LaCOSTE • C3 • FOX SPORTS NET

A BIT MORE BACKGROUND

My roots are in electronics. From the basics of a VCO and Filter to Granular, Additive and FM, there is no synthesis tool that I haven't used extensively. I am perennially the "synth guy", the "MIDI guy", the "geek".

In my current position I have rapidly become the guy the rest of the sound team relies on to solve technical problems and experiment with new workflows and software. Apparently I learned SciGames' proprietary middleware so quickly that my supervisor said I was the "fastest" in his 15 years at the company. Today, I am tasked with looking into converting our workflow over to FMOD or WWISE.

In 2009, I was plucked out of my first internship at Chicago Recording Company to work as a jack of all trades engineer, producer and composer under Chicago producer Frayne Lewis and engineer Chris Shepard. Every day for the following four years, I collaborated at every stage of a Hip-Hop RnB and Pop production workflow. My duties extended from writing to producing to mixing. Those four years gave me a "ready for anything" attitude and discipline which so essentially must balance against pure creativity.

Though I have left performing behind, I spent much of my 20's with my bands Gemini Club and MONAKR. Over that time we played a lot of the big music festivals including Lollapalooza, remixed many of our favorite artists, and toured the US and Canada with The Sounds. We were a flagship artist in the RedBull SoundSelect family of bands and even got to sing the 7th inning stretch at Wrigley Field.

I have found a deep passion for sound design over the past three and half years at SciGames and working with Gimlet. Nothing fascinates me more than creating immersive experiences through sound and code.