Audio & Music Engineering
Audio for Visual Media Guest Lecturer Series

Audio for Gaming

Guy Whitmore (PopCap Games, Seattle)

Wednesday, April 13th
6:30 PM to 7:30 PM
VISTA Collaboratory, Carlson Library 1st floor

Open discussion about Music and Sound for Video Games!

Guy Whitmore  In 1994, Guy was hired by Sierra On-line as a staff composer/sound designer. His first game-score, Mixed Up Mother Goose Deluxe (PC), was nominated for Best Soundtrack by the AIAS. Guy moved to Monolith Productions in 1997, where his reputation for creating highly innovative interactive music scores was established. On games such as Shogo, No One Lives Forever, and Tron 2.0, scores flow easily between game-states with seamless musical transitions.

In 1999 Guy set out on his own as a free-lancer, expanding the range and styles of games scored. He then took a chance with startup Bootleg TV, founded by Robert Fripp of the band King Crimson. There he explored the possibilities of non-linear music as a standalone format.

After another freelance stint, Guy joined Microsoft Game Studios where he became Director of Audio. There, he and his central audio team assisted in the audio production of many major franchises including Fable, Gears of War, Project Gotham Racing, Crackdown, and Halo. The primary mandate of this role was innovation, including technical advances, creative exploration and improved production practices.

Getting back to hands-on creation of music and sound, Guy moved to PopCap Games, an Electronic Arts label, where he is their Studio Audio Director, overseeing new and classic franchises such as Bejeweled, Plants vs. Zombies, and Peggle. His scores for Peggle 2 (Xbox One, PS4) and Peggle Blast! (iOS/Android) have won four G.A.N.G. Awards between them. Best Interactive Score (2013), Best Audio in a Casual/Indie Game (2013), Best Handheld Audio (2014), and Best Music in a Casual Game (2014).