

DAVID KNIGHTS COWLING

He/Him | Vancouver, BC, Canada

web: davidknightscowling.com

mail: dcowling@cowlingplus.com

cell: 604.999.0188

PROFILE

Empathetic communicator and team builder inspired by the technical puzzle of game audio.

5+ years of professional audio experience, and 15+ years of DAW-based music production.

EDUCATION

Bachelor of Fine Arts - 2018
Electroacoustic Music

Simon Fraser University
Burnaby, BC

ADVANCED SKILLS

Wwise – ProTools – iZotope RX
Reaper – P4V – Codec Support

DEVELOPING SKILLS

Unity – Unreal – Lua – Excel

EXPERIENCE

Audio Artist II | Electronic Arts (EA) Aug 2024 – Present

- Owned numerous core audio systems for an unannounced AAA online multiplayer project.
- Collaborated with technical artists and software engineers to rapidly iterate client/network audio systems from concept to production.
- Developed fluency with visual scripting for Frostbite, EA's proprietary game engine, along with many supplemental toolsets.
- Led meetings, onboarded new team members, and created documentation to foster effective team communication.

Audio Designer | Relic Entertainment Feb 2022 – May 2023

- Implemented all music in Company of Heroes 3 with Wwise, Relic's Essence Engine 5, and Lua scripting.
- Designed the game's winter, desert, and campaign metemap ambiances.
- Mastered music content from composition partners, and reedited stems to create additional music for the North Africa campaign cinematics, mission NIS sequences, and promotional materials.
- Worked between multiple Perforce streams throughout development to support GaaS model.
- Engaged directly with members of other disciplines to foster proactive and collaborative channels of communication.
- Music prototyping and pre-production for unannounced project.

Live Sound Engineer | Massey Theatre Society Oct 2023 – Aug 2024
Nov 2019 – Feb 2022

- Operated Dante-enabled audio mixing consoles for events requiring over 32 live inputs/outputs, often as the sole audio technician on site.
- Communicated efficiently with artists and producers to ensure their vision could be executed in the time permitted, to the highest standard.
- Maintained advanced working knowledge of all audio and stage equipment required to run local and touring shows inside multiple venues.

Founder, Engineer | DKC Mastering June 2018 – Feb 2022

- Used iZotope RX to repair digitized archival audio for VIVO Media Arts Centre, and Rungh Magazine.
- Mastered albums, web documentaries, and a feature-length film using iZotope and Waves plugins, as well as outboard gear.
- Budgeted, rented, and operated PA systems for concerts and artist talks; documented audio and video, and produced archival material.