



A **KEYWORDS** STUDIO

Projects our crew have worked on
include:

GAMES

007: Everything or Nothing

007: Nightfire

Arena of Valor

Bayonetta

Bayonetta 3

Call of Duty: Advanced Warfare

Call of Duty: Ghosts

Call of Duty: Infinite Warfare

Crash Bandicoot – It's About Time

Crisis

Cyberpunk: Phantom Liberty

Destiny

Devil May Cry 5

Devil May Cry 3: Dante's Awakening

Disney Sing it High School Musical 3

Doom

Epic Mickey

Fable II

Fable III

Final Fantasy XVI

Final Fantasy XIV: A Realm Reborn

Final Fantasy XIV: Endwalker

Final Fantasy XV

Final Fantasy 14.5

Forza

Gears of War 2

Services Provided

In Game Sound Design

In Game Sound Design

In Game Sound Design

Sound Supervision, In Game Sound Design,

Cinematics Sound Design, Foley, and Mix

In Game Sound Design

VO Casting, Recording & Editorial

VO Casting, Recording & Editorial

VO Editorial and mastering

Cinematic Design

In Game Sound Design, Cinematics Sound Design,

Foley, and Mix

In Game Sound Design

Sound Design for Cinematics

In Game Sound Design, Cinematics Sound Design,

Foley, and Mix

In Game Sound Design, Cinematics Sound Design,

Foley, and Mix

Voice Casting for sound alike, remixed music

Mixing and remastering in game sounds

Cinematics Sound Design, Foley and Mixing

In Game Sound Design, Cinematics Sound Design,

Foley, and Mix

In Game Sound Design, Cinematics Sound Design,

Foley, and Mix

Design of in game assets and Cinematics for Ifrit,

Phoenix, Garuda, Bahamut, Titan, Oden, Ultima

Golden Bahamut and Ultima Prime.

Opening and Closing Cinematics Design, Foley and

Mix

Opening and Closing Cinematics Design, Foley and

Mix

Opening and Closing Cinematics Design, Foley and

Mix

Opening and Closing Cinematics Design, Foley and

Mix

Promos & Cinematics Design, Foley and Mix, In

Game Ambiance & UI Design, Library Mastering

In Game Sounds, Cinematics, Foley Recording,

Editorial and Mix

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| Gears of War 3 | In Game Sounds, Cinematics, Foley Recording, Editorial and Mix |
| God of War | Voice Over Casting, Recording & Editorial |
| God of War II | Voice Over Casting, Recording & Editorial |
| Gran Turismo | Field recording of cars, tires and collisions |
| | Recording – in game design |
| Jurassic Park: Trespasser | In Game Sound Design |
| Kinect Adventures! | In Game Sound Design |
| LawBreakers | Foley Recording |
| League of Legends | In Game Sound Design, Cinematics and Promos |
| | Foley Recording, Editorial & Mix |
| League of Legends “Moments” | In Game Sound Design |
| Legends of Runeterra | In Game Sound Design |
| Lord of the Rings: Conquest | In Game Sound Design |
| Lost Planet 2 | In Game Sound Design, Implementation, Cinematics, Foley & Mix . We worked with Capcom using their proprietary integration tool |
| Lost Planet: Colonies | In Game Sound Design, Implementation, Cinematics, Foley & Mix. We worked with Capcom using their proprietary integration tool |
| Lost Planet: Extreme Condition | In Game Sound Design, Implementation, Cinematics, Foley & Mix. We worked with Capcom using their proprietary integration tool |
| MechWarrior 2: Full Series | In Game Sound Design, Cinematics, Foley, Mixing, VO Casting, Recording and Editorial |
| Need for Speed: Carbon | In Game Sound Design, Cinematics Sound Design, Foley, and Mix |
| Need for Speed: Most Wanted | In Game Sound Design, Cinematics Sound Design, Foley, and Mix |
| Need for Speed: Pro Street | In Game Sound Design, Cinematics Sound Design, Foley, and Mix |
| Need for Speed: Undercover | In Game Sound Design, Cinematics Sound Design, Foley, and Mix |
| Need for Speed: Underground | In Game Sound Design, Cinematics Sound Design, Foley, and Mix |
| Need for Speed: Underground 2 | In Game Sound Design, Cinematics Sound Design, Foley, and Mix |
| NetEase - Various Projects in the Chinese Market | Music Composition, In Game Sound Design, VO Casting, Recording and Editorial |
| Pitfall: The Mayan Adventure | Music Composition, Sound Design, Cinematics, Foley, Mixing, VO Casting, Recording and Editorial |
| Plants vs Zombies | In Game Sound Design |
| Plants vs Zombies Heroes | In Game Sound Design |
| Plants vs Zombies Modern Day | In Game Sound Design |

For more information, contact Debbie Gonzalez: degonzalez@keywordsstudios.com

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| Quantum Break | In Game Sound Design, Cinematics Sound Design, Foley, and Mix |
| Resident Evil | In Game Sound Design, Cinematics Sound Design, Foley, and Mix |
| Resident Evil 6 | (same) |
| Skylanders: Giants | In Game Sound Design, Cinematics Sound Design, Foley, and Mix |
| Skylanders: Imaginators | (same) |
| Skylanders: Spyro's Adventure | (same) |
| Skylanders: Superchargers | (same) |
| Skylanders: Swap Force | (same) |
| Skylanders: Trap Team | (same) |
| The Last of Us | Creative Direction, Foley recording and editorial on Cinematics |
| Valiant | Sound Design and Integration |
| Riddick – Butcher Bay | Sound Supervision, In Game Sound Design, Cinematics Sound Design, Foley, and Mix |
| Spy Craft | Music Composition, In Game Sound Design, Cinematics, Foley, Mixing, VO Casting, Recording and Editorial |
| Spyro: Reignited Trilogy | Cinematics Sound Design, Foley, and Mix |
| Transformers the game | Cinematics Sound Design, Foley, and Mix |

VR

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| Batman: Arkham Shadow | Sound Design, Technical Sound Design |
| Wonder Buffalo | Sound Design and Implementation |
| Giant VR | Sound Design and Mix |
| Resident Evil VR | In Game Sound Design |
| Pacific Rim the VR Experience | Sound Supervision, Sound Design, Spatialization & Mix |
| Tree | Sound Supervision, Sound Design, Spatialization & Mix |
| My Brother's Keeper | Music Composition, VO Recording and Editorial, Sound Supervision, Sound Design, Spatialization & Mix |
| Pentatonix "Up on the Rooftop" | Sound Design and Mix |
| Major Crimes VR | Sound Supervision, Sound Design, Spatialization & Mix |
| Awavena | Sound Supervision, Sound Design, Spatialization & Mix |
| Samsung 4D ride | Music Composition, Sound Supervision, Sound Design, Spatialization & Mix |
| Lucky's Tale | Cinematics Sound Design and Mix |
| Look but with Love/Within/Chris Milk | Sound Design, Spatialization & Mix |
| Intel Serena | Sound Design, Spatialization & Mix |

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Gatorade

Sound Supervision, Sound Design, Spatialization,
Mix and Integration

AT&T – Interactive and 360 VR versions

Sound Supervision, Sound Design, Spatialization,
Mix and Integration

Mono

Music Composition, Sound Supervision, Sound
Design, Spatialization & Mix