

IAN KETTERER

Wwise Certified Technical Sound Designer, Music Composer & Audio Engineer Game Audio
Implementation | Recording Studio Construction

206-551-3004 • ketterer.ian@gmail.com • [PORTFOLIO](#) • Seattle, WA

Summary

My lifelong passion and work history for emotional story telling through technical sound design and music composition, along with over 15 years of experience in recording studio ownership and construction give me extensive knowledge in all things related to sound and audio equipment.

[PORTFOLIO](#) | [LinkedIn Profile](#)

Experience

BleepBloop Audio

Seattle, WA

Technical Sound Designer | Music Composer

07/2022 - Present

Co-founder of BleepBloop Audio, a game audio company.

Current / Past Titles:

Nintendo Switch: "Echoes of the Plum Grove" - Composed 40+ song soundtrack and all game trailers - Released 02/13/2025

"The Young Man and The Sea" - Technical sound designer, soundtrack composer - Current project

- **Wwise certifications 301, 251, 201 and 101**
- Game audio implementation via Wwise / Unity Integration
- Sound Design
- Music Composition
- On location field recording and in-studio sound recording
- Sound manipulation via DAW, plugins, and outboard gear
- [BleepBloopAudio.com](#)

Squaremoss Studio

Seattle, WA

Audio Engineer | Music Producer | Recording Studio Construction

10/2012 - Present

Recording, Production, Composition, Songwriting

- Expert knowledge in DAW, audio plugins, outboard gear
- Field recording
- Music production, songwriting
- Mixing and mastering
- Studio construction and ownership
- Audio equipment management and maintenance. Build and solder microphone preamps, compressors, cables, recording desks, sound baffles, and outlets.
- **[VIEW MY PORTFOLIO: https://www.ianketterer.com](https://www.ianketterer.com)**

Microsoft

Redmond, WA

AR/Mixed Reality QA - Contract

05/2024 - 05/2025

Mixed Reality military project

- Atomic and PQT test case writing
- AR and Mixed Reality testing across multiple teams including, functional, PQT, arcade
- Event golden path testing

Camouflaj

Bellevue, WA

Senior QA Ambassador

07/2021 - 07/2022

VR video game company

- Lead full development team meetings with a focus on QA priorities
- Streamlined bug writing techniques and documentation
- Black box, grey box and regression testing in a VR environment
- Performance metrics capturing and analyzation
- Wrote, executed TestRail suites, logged and tracked bugs in JIRA

Experience

Luxoft

Kirkland, WA

QA Test Lead

10/2014 - 10/2021

Mobile application development for Internet of Things

- Lead QA team meetings
- Pulled builds, branches and repositories via GitHub for faster QA turnaround, eliminating the need for QA-specific builds
- Utilized Apple's main IDE Xcode
- Directed & free form exploratory testing, black box, grey box, and regression testing using SourceTree
- Performance capturing & analyzation across overnight long runs tests
- Wrote & executed test suites in TestRail, logged & tracked bugs in JIRA

Undead Labs

Seattle, WA

QA Game Tester

07/2014 - 10/2014

Video game company

- Black box, grey box, regression and exploratory testing for games in a mobile environment, i.e., Apple iPads and Android
- Checklist, localization, and story progression testing

CERTIFICATIONS

Wwise 301 - Wwise Unity Integration — Conservatory of Recording Arts & Sciences




Wwise 251 - Performance Optimization & Mobile Considerations — Conservatory of Recording Arts & Sciences

Wwise 201 - Interactive Music — Conservatory of Recording Arts & Sciences

Wwise 101 - Wwise Fundamentals — Conservatory of Recording Arts & Sciences

Introduction to C# — SoloLearn
Certificate ID: CC-VDMTKRZ6

Key Achievements

- **Obtained all Wwise technical sound design certifications**
Between Camouflaj and Microsoft, I took some time to continue my education and obtain all of my Wwise certifications.
- **First Game Soundtrack made it to Nintendo Switch**
I composed a 40+ song soundtrack to a game called "Echoes of The Plum Grove" which was released on Nintendo Switch on Feb. 13th, 2025!
- **NPR Tiny Desk Performance**
I wrote, produced, mixed and mastered my band's first album, which garnered the attention of NPR's Bob Boilen, who invited the band to perform on NPR Tiny Desk at the NPR headquarters in Washington DC.

Skills

Composer · Sound Design · Wwise · FMod · Audio Implementation · Foley · Game Audio · Unity · DAW · Recording · Field Recording · On Location Recording · Studio Recording · Mix · Master · Pro Tools · Studio One · Reaper · Izotope · AAA Game Development · Audio Middleware · Communication · Soft Skills · Leadership · Collaboration · Team Building · Documentation · Debugging · GitHub · IOS · JIRA · Modular · Quality Assurance · Regression Testing · SourceTree · TestRail · Xcode · Grey Box Testing · Black Box Testing