IAN KETTERER

GenAI Audio Specialist | Technical Sound Designer | Producer & Composer | Senior QA

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Summary

GenAI audio specialist, music producer, and QA professional with over 15 years of experience spanning technical sound design, music composition, and interactive audio systems. Proficieny in multiple DAWs and certified in Wwise game audio implementation. Career highlights include leading a GenAI audio initiative with Khan Academy, composing a 40+ track soundtrack for *Echoes of the Plum Grove* (Nintendo Switch & Xbox), and performing on NPR Tiny Desk.

Experience

Khan Academy
Location

GenAI Audio Vocabulary Specialist | GenAI Composer | Sound Designer
Date period

Non-profit children's educational apps

- Speech audio generation using GenAI APIs and scripts.
- Music composition using a hybrid of GenAI and conventional techniques.
- Sound design.
- Audio editing, mixing, and mastering using DAWs and plugins.
- Audio QA.
- iOS and terminal scripting.
- File management and organization.

BleepBloop Audio
Seattle, WA

Technical Sound Designer | Music Composer
07/2022 - Present

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

Microsoft
Redmond, WA

AR/Mixed Reality QA - Contract
05/2024 - 05/2025

Mixed Reality military project

- Managed QA team's scrum board in ADO, including managing the backlog, creating new tasks, closing tasks, organization, initial scrum board pipeline creation
- 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

- Improved QA process reliability by {15%} by leading {12} development team meetings focused 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.

Novel Effect
Seattle, WA

Voiceover and Sound Design Engineer for Audio Books
08/2017 - 03/2018

Interactive Children's Audio Books Company

- Recorded, edited, and restored Voiceovers using Pro Tools and Izotope RX.
- Modeled and remodeled soundscapes.
- Attention to detail and time management were key factors in allowing creativity while assuring the new interactive technology was launched properly.

Experience

Squaremoss Studio
Seattle, WA
10/2012 - Present

Audio Engineer | Music Producer | Recording Studio Construction

Recording, Production, Composition, Songwriting

- Expert knowledge in DAW, audio plugins, outboard gear
- Field recording
- Audio restoration using iZotope RX and a host of other plugins to eliminate clicks, pops, noise, etc
- 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**

Luxoft
Kirkland, WA
10/2014 - 10/2021

QA Test Lead

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
07/2014 - 10/2014

QA Game Tester

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

AI · GenAI · AI Audio · AI Music Production · AI Speech · Composer · ElevenLabs · Suno · 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