

CHRIS D'ELETTO

Game Audio Director | Composer | Sound Designer
Northern New Jersey / New York Metro | Remote / Hybrid

Portfolio: chrisdeletto.com
Instagram: [instagram.com/delettomusic](https://www.instagram.com/delettomusic)
Artist: Deletto

PROFESSIONAL SUMMARY

Game audio director, composer, sound designer, and music producer with 12+ years of professional and independent experience across games, film, television, and artist-driven music. Combines original music, game-ready sound design, trailer/cinematic audio, mixing, mastering, Unreal Engine 5 implementation, and production leadership for fast-moving teams.

CORE SKILLS

Game Audio: audio direction, implementation planning, gameplay SFX, atmospheres, weapons, footsteps, UI/feedback cues	Music: game composition, cinematic cues, songs, trailer music, themes, adaptive/interactive music planning
Production: recording, editing, mixing, mastering, vocal production, music supervision, asset delivery	Tools: Logic Pro, Pro Tools, Unreal Engine 5, audio pipelines, naming/versioning, delivery specs

PROFESSIONAL EXPERIENCE

Composer / Sound Designer Saber Interactive	May 2022 - Present
--	---------------------------

- Create original music, songs, and sound design assets for released titles and unreleased AAA projects under NDA.
- Co-wrote original songs and lyrics for Evil Dead: The Game.
- Deliver polished, implementation-ready audio assets while adapting to established creative direction and technical constraints.
- Support consistency and production readiness across game content, audio deliverables, and revision cycles.

Audio Director & Composer Wicked Games	March 2023 - 2024
---	--------------------------

- Direct sound and music identity for game projects, aligning audio with gameplay, narrative tone, and production goals.
- Compose, produce, mix, and master original music for shipped and in-development projects, including Bus Bound and Docked.
- Build practical Unreal Engine 5 audio workflows, implementation pipelines, and asset-delivery systems.
- Partner with leadership and production stakeholders to prioritize audio work, manage feedback, and keep milestones moving.

Freelance Composer / Audio Producer / Sound Designer Deletto Music	2010 - Present
---	-----------------------

- Compose, produce, record, mix, and master original music for games, film, television, artists, and commercial media.
- Create sound design for horror, suspense, environmental ambience, footsteps, weapons, gameplay feedback, and branded media.
- Lead budgeted creative projects from brief through delivery, including client communication, scheduling, revisions, and final files.
- Release original music as Deletto, combining modern rock production, cinematic structure, and emotionally direct songwriting.

SELECTED CREDITS & PORTFOLIO HIGHLIGHTS

Evil Dead: The Game - original song co-writer / lyrics

Bus Bound - original music

Docked - original music

SPHERIX - trailer music/editing, open-world cues, ambience, game SFX

Unreleased AAA Game - sound design / original audio assets under NDA

John Carpenter's Toxic Commando - SFX portfolio material

Chris Deletto Film/TV Reel - original scoring and production examples

Deletto - original rock artist project and catalog

SELECTED MUSIC CAREER HIGHLIGHTS

- Released original music as Deletto, including the debut album OldKID.
- Featured as WMMR 93.3 Local Shots Artist of the Month.
- Covered by outlets including Kerrang! and Ladygunn.

Portfolio includes composer reel, game cues, released song work, sound design examples, and selected artist material.