Chris Alan Grabar

AUDIO DIRECTOR | SOUND DESIGN, INTERACTIVE PLAY & CREATIVE LEADERSHIP

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PROFESSIONAL SUMMARY

Audio Director and sound design leader with 15+ years of experience across award-winning video games, connected play and physical toys. Bring hands-on expertise in sound design, music, Unity and audio middleware, physical prototyping and embedded hardware together with cross-functional team and vendor leadership. Audio Director for MARVEL SNAP at Second Dinner; previously led audio work at Zynga and Fisher-Price / Mattel.

CORE EXPERTISE

Creative direction; sound design; game audio; connected toys; embedded-hardware audio; interactive prototyping; Unity and audio middleware; music composition; audio engineering; sonic branding; audio production workflows; internal and external team leadership; cross-functional collaboration.

PROFESSIONAL EXPERIENCE

Audio Director | Second Dinner | 2020 - Present

- Own creative and technical audio direction for MARVEL SNAP, including sound design, music, implementation and collaboration with Marvel stakeholders.
- Direct custom audio implementation systems and integrations using Unity and audio middleware, partnering closely with developers.
- Combine hands-on sound design and composition with leadership of external audio vendors, creative reviews and approvals.
- Lead audio development for two additional incubation titles, shaping the direction of emerging interactive experiences.

Lead Sound Designer / Manager | Zynga Games | 2018 - 2020

- Owned studio sound effects and music specifications while working with project managers, developers, artists and marketing teams.
- Managed and supported internal sound designers and external partners; composed music and curated differentiated sound libraries.
- Improved audio implementation workflows through studio tools and production pipeline refinements.

Lead Sound Designer | Fisher-Price / Mattel | 2012 - 2018

- Led sound design and audio engineering for award-winning interactive toys including BeatBo and Think & Learn Rocktopus; worked hands-on with embedded hardware and prototypes.
- Led sound design across five Think & Learn Smart Cycle game titles, connecting a physical toy with digital gameplay, including SpongeBob, Shimmer & Shine, Barbie and Hot Wheels.
- Developed sonic identity and audio experiences for Power Wheels, Laugh & Learn, Bright Beats and Imaginext, supported by custom Foley and sound-effects libraries.
- Created, mixed and mastered music and sound for television commercials and other digital product media.

Owner & Lead Sound Designer | The Chris Alan (Independent Studio) | 2009 - 2018

- Delivered sound design and music for independent games, films, commercials and artists, including projects for Outfit7 and Playsoft Games.
- Taught sound design, recording, signal flow, mixing, mastering and production workflows; produced boutique sound-effects libraries.

SELECTED RECOGNITION

2016 - BeatBo: Infant / Toddler Toy of the Year, Toy Association.
2017 - Think & Learn Smart Cycle: Best of CES (Best Offbeat Product), Engadget.
2019 - Think & Learn Rocktopus: Preschool Toy of the Year, Toy Association.
2019 - G.A.N.G. Awards: Finalist for casual-game music and sound design.
2023 - MARVEL SNAP: Best Sound Design nomination, Game Audio Awards.

EDUCATION

Bachelor of Science, Audio Engineering | State University of New York at Fredonia | 2005 - 2009
Bachelor of Arts, Guitar Performance | State University of New York at Fredonia | 2005 - 2009
3.7 GPA in major courses; Vice President, Tonmeister Society (2008 - 2009).