

Peter "pdx" Drescher

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Highlights: Published authority on interactive and game audio technologies.
Specialties in mobile soundtracks, software synthesis, and Audio UI.
Expertise in sound design, music composition, and MIDI.

Employment:

Audio Director, Microsoft, Redmond, WA 4/1/08 - 10/31/09

Sound Design and Sonic Branding for the Entertainment eXperience Group (EXG), a design resource for products in the E&D division. Projects included:

- Development of Audio UI for the New Xbox Experience (NXE)
- Sound design, content, and testing for Sidekick and PMX mobile devices
- UI sounds for Microsoft Media Center
- Soundtracks for various EXG demos and video productions
- Interactive audio tool development in C#

Principal Sound Designer, Danger, Inc., Palo Alto, CA 2001 - 2008

Responsible for all audio content for all versions of the T-Mobile Sidekick, including ringtones, system sounds, and sampled instrument library.

Created interactive music and sound effects for numerous best-selling downloadable games.

Integrated audio content into OS builds. Performed extensive testing of software and hardware. Designed and implemented interactive audio functions. Wrote and debugged Java code. Consulted on speaker quality. Provided customer service and marketing support.

Organized online catalog of ringtones, generating a new multi-million dollar revenue stream. Co-ordinated content creation by top record labels (Sony/BMG, Warner, Universal). Provided technical standards, documentation, and certified weekly content submissions. Maintained production catalog. Assisted in development of database administration tools.

Built and managed digital audio recording studios, both in-house and off-site.

Freelance Author 1999 - present

O'Reilly Digital Media	Feature articles and "Annoying Audio" blog.
Electronic Musician	Contributing Editor, monthly columns, product reviews.
OnStage Magazine	Feature articles and columns.

Twittering Machine Productions, San Francisco, CA 1995 - 2000

Owned and operated ProTools project studio. Produced music, sound effects, and voice-overs for multimedia and the Internet. Consulted on design of new products. Expert use of the Beatnik software synthesizer. Clients: AT&T, Sprint, Adobe, WebTV, Be, et. al.

Studio Director, Halestorm, Berkeley, CA (After Dark, General Magic, games) 1992 - 1995

Piano Player (Joe Louis Walker, Pickle Family Circus, various Bay Area bands) 1978 - 1991

Programmer, Oakland (IBM mainframe and Wang minicomputers in COBOL) 1981 - 1988

Education:

University of California, Berkeley Extension, 1981	<i>Classes in computer programming</i>
University of Chicago, 1980	<i>Studies in classical composition and theory</i>
Berklee College of Music, Boston, 1978	<i>Studies in jazz theory and performance</i>
Colby College, Waterville, Maine, 1975	<i>Liberal Arts</i>

Conference Presentations:

Game Developer's Conference, 2010, San Francisco, CA	<i>"After the iPhone ... What?"</i>
Audio Engineering Society, 2008, San Francisco, CA	<i>"Same Techniques, Different Technologies"</i>
Audio Engineering Society, 2007, New York, NY	<i>"Game Audio for Broadband Phones"</i>
Game Developer's Conference, 2007, Austin, TX	<i>"Broadband Phones and Mobile Game Audio"</i>
Game Developer's Conference, 2006, Austin, TX	<i>"Audio UI as Interactive Music"</i>
Game Developer's Conference, 2006, San Jose, CA	<i>"Creating Audio for Mobile Games"</i>
Project BBQ, 2004, Austin, TX	<i>"Could Ringtones BE More Annoying!?"</i>

Selected Online Publications:

[O'Reilly Author Page](#)

Articles:

- [The Annoying Future of Cell Phone Headsets](#)
- [Singing With Your Thumbs: How To Make User Interfaces Musical](#)
- [Could Mobile Game Audio BE More Annoying!?](#)
- [Could Ringtones BE More Annoying!?](#)

The "Annoying Audio" Blog, including:

- ["The Myth Of Music Ownership"](#) *how Cloud computing will change the way you listen to music.*
- ["CarTunes"](#) *using game audio techniques to create sounds for Electric Vehicles.*
- ["Generating Audio UI"](#) *using game audio techniques to vary system generated sounds.*
- ["why i hate the iPhone"](#) *rant on touch-screen keyboards, from a pianist's point of view.*
- ["earpods \(can you iHear me now?\)"](#) *follow up to the Headset article.*
- ["top 5 ways to annoy an audio guy"](#) *common problems faced by sound designers.*