



Kat Wenske is a freelance Sound Designer, Sr. Audio Producer, and Composer. She is based in Austin, Texas, and is a core member of Team Audio.

With experience working on AAA and indie titles on a variety of platforms, she has helped soundscapes come to life in games such as *Age of Empires Online*, *Darksiders 3*, *Wizard101*, and *Afterparty*.

PANELIST / PRESENTATIONS

California State University Dominguez Hills – Esports Talk Session

Career Technical Skills • 2020

Ghostly International – Ghostly Knowledge Share

Music Composition and Licensing for Games, Film, and TV • 2020

Girls Make Games – GMG Jr. Camp

Intro to Games and Development • 2020

Construct 3 Webinar Series • 2020

PAXSouth

Burnout in the Game Industry • 2020

Mind of an Indie: The Moment We Launched Our Game • 2018

HavenCon4

DeMystifying the Game Industry • 2020

Breaking the Mold: Being a Minority in the Game Industry • 2018

The University of Texas at Austin

AET Focus on Careers • 2020

Sonic Storytelling: Enhancing Narrative & Immersion with Audio • 2019

Electronic Game Developers Society – GDC^2

Game Audio • 2020

DreamHack

Audio for Competitive Games • 2019

Game Development Insight and Musings • 2018

Art Institute

Lecture Series – Sound Design • 2017

Girls Empowerment Network – We Are Girls

Working in the Game Industry • 2017

SXSW

How Do I Get into the Video Game Industry • 2016

Anime Matsuri

In the Belly of the Industry • 2014

MENTORSHIP

The Audio Mentoring Project

Career Mentor • 2019

Latinitas – Game Chica

Career Mentor and Volunteer • 2018