

# MICK GORDON

## AWARDS / NOMINATIONS

### **THE GAME AWARDS**

Best Score / Soundtrack

DOOM ETERNAL (2020)

Best Music / Sound Design

DOOM (2017)

### **D. I. C. E. AWARD NOMINATION (2018)**

WOLFENSTEIN II: THE NEW COLOSSUS

Outstanding Achievement in Original Music  
Composition

### **BAFTA AWARD (2017)**

DOOM

Best Original Music (Games)

### **SXSW GAMING AWARD (2017)**

DOOM

Excellence in Musical Score

### **D. I. C. E. AWARD (2017)**

DOOM

Outstanding Achievement in Original Music  
Composition

### **GAME DEVELOPERS CHOICE AWARD NOMINATION (2017)**

DOOM

Best Audio

### **G.A.N.G. AWARDS**

Best Original Song, Vocal – Pop

“Touch Me and I’ll Break Your Face” from  
KILLER INSTINCT (2013)

Best Audio – Other

A DAY IN POMPEII (2010)

### **G.A.N.G. AWARD NOMINATIONS (2013)**

Best Interactive Score

KILLER INSTINCT

Best Original Song, Vocal – Pop

“I’m Back to Rise” from KILLER INSTINCT

### **MPSE GOLDEN REEL AWARD (2011)**

NEED FOR SPEED: THE RUN

Best Sound Editing

### **MPSE GOLDEN REEL AWARD NOMINATIONS (2009)**

Best Cinematic / Cutscene Audio

NEED FOR SPEED: SHIFT

Audio of the Year

NEED FOR SPEED: SHIFT

### **GAME DEVELOPERS CONFERENCE WINNER**

2009

Composer Challenge

### **G. D. A. A. AWARDS (2006)**

DESTROY ALL HUMANS! 2 : MAKE WAR  
NOT LOVE

Best Audio

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## VIDEO GAMES

<b>ATOMIC HEART</b>	Mundfish
<b>DOOM ETERNAL</b>	Bethesda
<b>BEAUTIFUL DESOLATION</b>	Brotherhood Games
<b>WOLFENSTEIN II: THE NEW COLOSSUS</b>	Bethesda
<b>PREY</b>	Bethesda
<b>DOOM</b>	Bethesda
<b>WOLFENSTEIN: THE OLD BLOOD</b>	Bethesda
<b>WOLFENSTEIN: THE NEW ORDER</b>	Bethesda
<b>KILLER INSTINCT</b>	Microsoft
<b>ROUTINE</b>	Lunar Software
<b>SHOOTMANIA: STORM</b>	Ubisoft/ Nadeo
<b>NEED FOR SPEED: THE RUN</b> <i>*MPSE Golden Reel Award 2011 for Best Sound Editing</i>	Electronic Arts
<b>REAL RACING 3</b>	Electronic Arts
<b>SHIFT 2: UNLEASHED</b>	Electronic Arts
<b>MARVEL SUPER HERO SQUAD: COMIC COMBAT</b>	THQ
<b>NEED FOR SPEED: WORLD</b>	Electronic Arts
<b>MARVEL SUPER HERO SQUAD 2: THE INFINITY GAUNTLET</b>	THQ
<b>REAL RACING 2</b>	Electronic Arts
<b>THE LAST AIRBENDER</b>	THQ
<b>MARVEL SUPER HERO SQUAD</b> The Gorfaine/Schwartz Agency, Inc. (818) 260-8500	THQ

## MICK GORDON

**NEED FOR SPEED: SHIFT** Electronic Arts  
*\*Nominated for G.A.N.G. Award 2010 for Audio of the Year, Best Sound Design, Best Cinematic/Cut scene Audio,  
\* Nominated for MPSE Golden Reel Award for Best Sound Editing: Computer Entertainment*

**REAL RACING** Electronic Arts

**EL TIGRE: THE ADVENTURES OF MANNY RIVERA** THQ

**DESTROY ALL HUMANS 2: MAKE WAR NOT LOVE** THQ

**NICKTOONS: ATTACK OF THE TOYBOTS** THQ

Also composed music for games on handheld devices such as Battle Group, ScoupGroups, Flick Buddies, Real Racing, Ringtone DJ, Zoo Hospital, Mega Monsters

## TRAILERS

**MIRROR'S EDGE CATALYST: "I AM FAITH"** Electronic Arts

**SOMA** Fictional Games

**BATTLEFIELD 4** Electronic Arts

**A GOOD DAY TO DIE HARD** 20<sup>th</sup> Century Studios

**MEDAL OF HONOR: WARFIGHTER** Electronic Arts

**DEAD SPACE 3** Electronic Arts

**NEED FOR SPEED: MOST WANTED** Electronic Arts

**CRYSIS 3** Electronic Arts / Crytek

**ARMY OF TWO: THE DEVIL'S CARTEL** Electronic Arts / Visceral Games

**LENOVO** Intel

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<b>TOYOTA</b>	Toyota
<b>F.E.A.R. 3</b>	WB Games
<b>NEED FOR SPEED: THE RUN</b>	Electronic Arts
<b>SHIFT 2: UNLEASHED</b>	Electronic Arts
<b>NEED FOR SPEED: HOT PURSUIT</b>	Electronic Arts
<b>NEED FOR SPEED: WORLD</b>	Electronic Arts
<b>NEED FOR SPEED: SHIFT</b>	Electronic Arts
<b>KILLZONE: LIBERATION</b>	Sony Entertainment
<b>TEKKEN: DARK RESURRECTION</b>	Sony Entertainment
<b>SINGSTAR: ROCKS!</b>	Sony Entertainment
<b>SOCOM 3: US NAVY SEALS</b>	Sony Entertainment

## OTHER

<b>A DAY IN POMPEII</b>	Melbourne Museum
<b>VANCOUVER CANUCKS: Stadium Designs 2012</b>	Rogers Arena / Vancouver Canucks
<b>VANCOUVER CANUCKS: Stadium Designs 2010</b>	Rogers Arena / Vancouver Canucks

## ALBUMS

<b>NOVUM INITIUM</b>	“House of the Vine” / Sweet Relief Benefit Album
<b>IMPOSTOR NOSTALGIA</b>	“Katana Blaster” / Big Giant Circles