



Paul Lipson
Pyramind
Chief Operating Officer
Composer
President
Game Audio Network Guild (G.A.N.G.)

For over seventeen years, Paul has refined his skills in management, strategy, music, and education. His career has taken him all over the world, and his passion for audio, technology, and the performing arts has helped him advocate for advancement in the interactive entertainment industry.

Paul is extremely passionate about music and interactive audio, and he currently serves as the President of the Game Audio Network Guild - the leading worldwide organization of game audio professionals. He has worked closely with the Officers of G.A.N.G. to originate the industry-first Program Partnership Initiative, and was the mastermind behind the Guild Scholarship Award for Game Audio. Paul was awarded the G.A.N.G. "Distinguished Service Award" at the 2006 Game Developer's Conference for his work in education and advocacy for the interactive audio arts.

Before joining the team at Pyramind, he served as the co-founder and CEO of Hit Point Music (HPM) - a development company specializing in music for games and screen. His team produced for an array of elite clients, including projects for America Online, Hasbro Interactive, Harmonix/Sonic Implants, Associated Production Music, Hyundai Automotive, Killer Tracks, The Environmental Protection Agency, Urbane-Dog Creative, and Legends-Tribal War, just to name a few.

Paul holds a Bachelors Degree and Masters Degree highest distinction from the world-renowned New England Conservatory of Music in Boston. He is a member of the International Game Developers Association, The Music Educators National Conference, BMI, and the Game Audio Network Guild. Please see www.pyramind.com and www.audiogang.org.