

# Julian Korzeniowsky

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## Professional Experience

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<b>Schell Games</b>	<b>Lead Sound Designer (2018 - Current)</b>	
	[Confidential Client], [Unreleased Title]	(Current) Summer 2018
	Schell Games, History Makers VR	(Current) Summer 2018
	Disney Consumer Products, [Unreleased Title]	(Current) Summer 2018
	<b>Sound Designer (2017-2018)</b>	
	Disney Consumer Products, Jedi Challenges: Dark Side Expansion	Spring 2018
	Schell Games, HoloLab Champions	Spring 2018
<b>Alice</b>	<b>Sound Designer (2017)</b>	
	Alice Project	Summer 2017
<b>Freelance</b>	<b>Composer for Film/Video (2012-2016)</b>	2012-2016
	Hewlett Packard, HPE, Sundance House, Blue Apron Foods, Trust Women Foundation, SAP Business Software, PricewaterhouseCoopers, HOMIC Menswear	

## Personal Projects

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<b>Project Voyage</b>	<b>Sound Designer, Producer, Designer</b>	Fall 2017
	Featured at CHI, the Connected Learning Summit, AECT, and SIGGRAPH festivals	
<b>Melody of Life</b>	<b>Sound Designer</b>	Spring 2017
	Award winning VR film	
<b>Plutchik's Wheel</b>	<b>Composer</b>	Spring 2013
	Original symphonic work performed by New York Philharmonic performance at Alice Tully (David Geffen) Hall, conducted by Alan Gilbert	

## Skills

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<b>DAWs</b>	Logic Pro, Wwise, Sibelius, Adobe Audition, Reaper, Pro Tools, Waves
<b>Source Control</b>	GitHub, Svn, Slack, Perforce, JIRA
<b>Softwares</b>	Unity, Unreal, Wwise, Waves, Google Resonance,
<b>instruments</b>	Piano, cello, mbira, toy piano
<b>Misc.</b>	Composing, mixing, mastering, recording, creating foley, ambisonic recording/integration

## Education

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<b>Graduate</b>	<b>Carnegie Mellon University</b> Masters of Entertainment Technology	Spring 2018
	"Tornado" (Founders') Award for "boundless creativity, pushing the limits of the industry"	
<b>Undergraduate</b>	<b>New England Conservatory of Music</b> Bachelors in Music Composition	Spring 2015