

# Julian Korzeniowsky

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## Professional Experience

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<b>Schell Games</b>	<b>Lead Sound Designer (2018 - Current)</b>	
	<b>Unreleased Ride Attraction</b> , [Confidential Client]	Current
	Designed and Integrated assets, developed/mixed custom multichannel set-up, integrated music, VO, and worked with a large team as the sole sound designer. (Unreal, Wwise)	
	<b>I Expect You To Die - Death Engine</b> , Schell Games	Winter 2019
	In charge of all aspects of audio: design, integration, foley, VO recording and editing, mixing (Unity, Proprietary Middleware)	
	<b>I Expect You To Die - Seat of Power</b> , Schell Games	Summer 2019
	In charge of all aspects of audio: design, integration, foley, VO recording and editing, mixing (Unity, Proprietary Middleware)	
	<b>Confidential Installation Prototype</b> , [Confidential Client]	Spring 2019
	Created and integrated audio assets for this multi-player installation (Unreal, Wwise)	
	<b>VR Demo</b> , [Confidential Client]	Winter 2018
	Worked with the client to divide the sound design, music, and VO work and integrated all audio (Unity, Proprietary Middleware)	
	<b>History Makers VR</b> , Schell Games	Summer 2018
	Sole sound designer in charge of all aspects of audio: design, integration, foley, mixing (Unity, Proprietary Middleware)	
	<b>Sound Designer (2017-2018)</b>	
	<b>Jedi Challenges: Dark Side Expansion</b> , Disney Consumer Products	Spring 2018
	Helped the team with audio integration (Unity, Wwise)	
	<b>HoloLab Champions</b> , Schell Games	Spring 2018
	Helped the team with audio design, integration, mixing, composed original soundtrack (Unity, Proprietary Middleware)	

## Skills

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<b>DAWs</b>	Logic Pro, Sibelius, Adobe Audition, Reaper, Pro Tools,
<b>Source Control</b>	GitHub, SVN, Perforce,
<b>Softwares</b>	Unity, Unreal, Wwise, FMOD
<b>instruments</b>	Piano, Cello, Mbira, Toy Piano
<b>Misc.</b>	Composing, Mixing, Mastering, Recording, Foley, Multi-channel set up/Integration

## Education

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