

# Julian Korzeniowsky Sound Designer

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## Professional Experience

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### Schell Games Advanced Sound Designer (2018 - Current) Selected Works

- Current      ***I Expect You To Die 2: The Spy and the Liar***, Lead Sound Designer, Schell Games  
Lead Sound Designer for this VR game. developed systems and pipelines for sound design, VO, and music integration. Created, integrated, and mixed sound effects and ambiances for all levels. Recorded, edited, processed, and integrated professional voice actors, as well as helped develop and integrate VO logic across the game. Developed a unique music system that responds to player action, and composed the music of some levels. Was able to fluidly transition to remote work during the Pandemic (Unity, Proprietary Middleware)
- Winter 2021      ***Confidential Ride Attraction***, Lead Sound Designer, [Confidential Client]  
Lead Sound Designer; Designed a majority and integrated all assets of this large scale ride attraction. Developed and mixed a custom multichannel set-up, integrated music, VO, and worked with a large team as the sole sound designer. During the Pandemic, I successfully worked remotely with the onsite team as well as our company's team. I helped to figure out solutions for remote mixing that me and the onsite team used for the duration of installation (Unreal, Wwise)
- Winter 2019      ***I Expect You To Die***, Lead Sound Designer, Schell Games  
Lead Sound Designer in charge of all aspects of audio for this VR game's DLC levels. This included leading a small team of sound designers while working in a larger, multi-disciplinary team. Sound effect and ambience creation, integration, and mix. VO recording, directing, editing, integration and mix. (Unity, Proprietary Middleware)
- Spring 2018      ***Jedi Challenges: Dark Side Expansion***, Sound Designer, Disney Consumer Products  
Sound Designer working under a lead on this augmented reality game. In charge of integrating audio provided by a vendor for two of the games levels. (Unity, Wwise)
- Spring 2018      ***HoloLab Champions***, Sound Designer, Schell Games  
Sound Designer working under a lead on this educational, VR game. Designed and integrated sound effects and composed and integrated an original score for the game. (Unity, Proprietary Middleware)

## Skills

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- Middleware**      Wwise, Proprietary Software
- DAWs**              Logic Pro, Adobe Audition, Reaper, Pro Tools
- Game Engines**      Unity, Unreal
- Source Control**      GitHub, SVN, Perforce
- Software/Plugins**      Waves, Sound Toys, RX iZotope, Kontakt,
- Misc.**                Composing, Mixing, Mastering, Recording, Foley, Multi-channel set up/Integration

## Education

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