

Julian Korzeniowsky Sound Designer

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Professional Experience

Camouflaj Technical Sound Designer (2021-Current) Selected Works

2022 **Unannounced VR Project**, Sound Design Lead, Camouflaj
Sound Design Lead for a small/medium sized audio team working on a large scale VR project. Creating assets in Reaper, developing and integrating these assets and audio systems in Wwise and Unity, and guiding and developing pipelines with directors and producers to facilitate the audio team.(Unity, Wwise)

Schell Games Advanced Sound Designer (2018 - 2021) Selected Works

2021 **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)

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)

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)

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)

Skills

Game Engines	Unity, Unreal (with experience in Blueprints and Unity Visual Scripting)
Middleware	Wwise, Proprietary Software
DAWs	Reaper, Logic Pro, Adobe Audition, Pro Tools
Source Control	GitHub, SVN, Perforce
Software/Plugins	Waves, Sound Toys, RX, Native Instruments,
Misc.	VO Recording/Editing, Composing, Mixing, Mastering, Recording, Multi-channel set up/Integration

Education

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