Ivan Osipenko

Sound Designer

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Summary

13 years of experience in sound system creation and implementation for video games, interactive and linear audio as Sound Designer. Joined Saber Interactive in 2013 and made my way to the Senior Technical Sound Designer position. Decent amount of sound creation and audio issues problem solving experience for different game genres and platforms (PC, Mobile, XBox, PS) from prototype to release.

Game industry experience & credits

Company: Saber Interactive (http://saber3d.com)
Job Title: Senior Technical Sound Designer
Period: 2013 - current
Projects and roles:

- World War Z - *project audio lead*
- Quake Champions - *technical sound designer*
- FIE Swordplay - *sound designer*
- R.I.P.D. the game - *junior sound designer*

Platform: PC, Xbox, Playstation, Mobile

Key responsibilities:

- Design and production of all ingame sound effects - ambience, interface, foley, weapons etc.
  - Weapon Sound Design and Implementation
  - Ambient Sound Design and Implementation
- Voice-over record and post processing
- FMOD Studio
  - Audio assets production and import
  - Audio events preparation and game engine implementation
  - Project audio performance optimisation
  - Audio systems research and prototyping (Technical Sound Design Reel With text Description)

- Binaural, stereo and surround mixing
- Field recording (currently use Tascam DR-40 + Rode NTG1)
- Global workflow and short-term planning
  - Milestone planning
  - Roadmap planning
  - Jira task and Project management

Other experience & credits

Freelance/outsource/hobby (2005 - Current)
- Sound Design works at [AudioJungle](#)
- Sound design of [Bittersweet](#)
- Max/MSP synthesiser [Harmony of Noise](#)
- Max/MSP patch for Audio-visual Performance [Attractor ETC](#)
- Lecturer - [DevGAMM moscow 2017](#)

Sound Designer/Engineer – Drama Theatre of Balt Fleet (2005-2012)

Education

University: Saint-Petersburg State University of Cinema and Television
Period: 2006 - 2012
Degree: Master's Degree
Program: Sound Engineering
Thesis: Granular synthesis algorithms design in Max/MSP

Language
- Russian - Native language
- English - Intermediate

Key Skills
- Expert audio engineering skills (DSP, acoustics etc.)
- Expert knowledge of many DAW and audio editing software (Reaper, Ableton Live, Adobe Audition, Izotope RX).
- Expert FMOD Designer and FMOD Studio user (Currently Learn WWISE)
- Experience with UE and Unity audio engine
- Experience in writing audio department tech documentation
- Audio Team management skills
- Familiar with Perforce, Jira, Maya and Morpheme
- Procedural audio development, Synthesizers and FX building in max/msp and NI Reaktor
- Some C++ programming skills (beginner skills at DSP coding)