

Zsombor Bencsik

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SKILLS

- Expert in the use of **Unreal, FMOD** Studio
- **Recording** and **creating** sound effects that supports the overall vision and aesthetic vision of the project
- Experienced in **building** audio systems and implementations that enhance the audio experience
- Expert in creating and implementing audio for **VR**, using the most **immersive** spatialization techniques.
- **Composing** adaptive **music** that fits the creative direction and enhances gameplay.
- Adept in creating and using **blueprints** in Unreal Engine.
- **Professional**, and **friendly** communicator and advocate for the audio department.
- Deep understanding in audio **optimization** and **debugging**.
- **Structuring** and **estimating** work, updating plans and working with **production**.
- **Confident** in the use of source control such as Perforce, Git, Sourcetree.

WORK EXPERIENCE

Xreal Games

2018 - (5 years)

Senior Audio Designer

- Designing sound effects and music for VR.
- Implementing audio for VR.
- Creating pipelines for audio production.
- Managing outsourcing narration and music.
- Creating an audio direction and aesthetic.

Freelance

2014 - (9 years)

Audio Designer

- Creating and implementing sounds effects for various projects.
- Composing and implementing adaptive music.
- Audio quality assurance
- Enhancing VR experiences.

EDUCATION

Tampere University of Applied Sciences

BA Media and Arts, Music Production

2014 - 2020

Tampere, Finland