ZACK BOGUCKI
SOUND DESIGN GAME AUDIO

DESIGN PHILOSOPHY

I always strive to inspire through rich, immersive audio. I love designing new interactive systems that push even ordinary sounds into powerful, memorable player experiences.

EXPERIENCE

LEAD DESIGN/AUDIO/COMPOSER/PROGRAMMER - DEEP SIEGE (2015)

Designed functionality for a co-op survival game in UE4. Implemented sounds, dialogue, and responsive score. Managed core team of 5.

SOUND APP DEVELOPER - RPG DIALOGUE GENERATOR (2014)

Fully created and implemented a dialogue generation module in Unity. Designed dynamic effects in Wwise, coded in C#, and built for Android.

AUDIO LEAD - THE KEY OF SOLOMON (2014)

Designed and implemented sounds into Unity with another designer. Organized and maintained assets. Composed original soundtrack.

AUDIO DESIGNER - GLOBAL GAME JAM (2014)

Recorded and implemented over 100 lines of dialogue in 48 hours. Collected all sound effects. Composed original soundtrack.

COMPOSER - ATIUS (2013-2014)

Composed a responsive soundtrack for a 10-minute fantasy action/RPG demo.

EDUCATION

SAVANNAH COLLEGE OF ART & DESIGN (2011 - Spring 2015)

BFA in Interactive Design & Game Development (in progress)
Sound Design minor
4.0 GPA, Dean's List

CONTACT

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email: **contact@zbogucki.com**

CURRENT SKILLS

ProTools
Wwise
Sonar X2   **AUDIO**
Foley recording
NI Komplete
UE4
Unity   **GAME**
C#
Photoshop   **+**
Illustrator