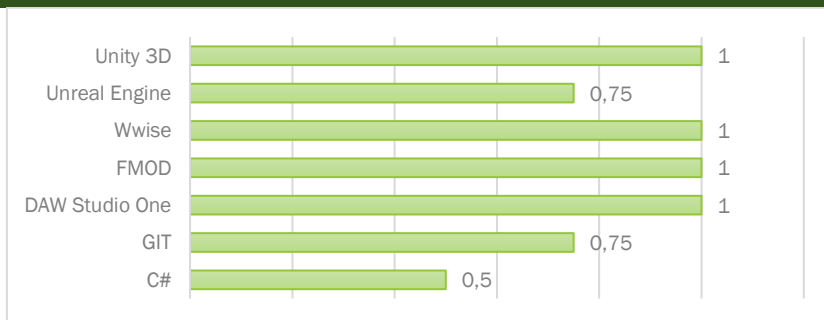


SKILLS



IRENEUSZ KUŹLAK

PROFILE

Experienced composer and sound designer, creator and programmer of music and sounds for many clients and companies around the world. He worked on mobile games as well as PC and console games.

LANGUAGES

Polish (Native)
English (B1 TGLS Certificate)

CONTACT

PHONE:
(+48) 501-321-320

EMAIL:
contact@kuzlak.com

PORTFOLIO:
kuzlak.com

WORK EXPERIENCE

COMPOSER and SOUND DESIGNER

JUJUBEE S.A.

2022 - NOW

Creation and implementation of sounds and music in Unity engine using FMOD and Wwise middleware. Sound design of games: Flashout 3 (racing), Realpolitiks 3 (RTS), Dark Moon (RTS). Using GIT version control software. Preparation of soundtrack from composition, through mixing and mastering with preparation for digital release. Constant contact with programmers in the implementation of sounds and game designers. Writing custom scripts in C# for game sound programming.

OWNER

GAMINGLOOPS

2019 - NOW

Creating and maintaining a website for the production and distribution of music and sounds for video games. Collaboration with composers and creators from all over the world.

COMPOSER and SOUND DESIGNER

FREELANCER

2018 - NOW

Collaboration in composition and sound design in the video game industry for mobile devices, PCs and consoles including Mouse Trap Games, T-Bull, Black Moon Dev, Reality Unit and many others.

EDUCATION

PEDAGOGICAL STUDIES AT THE MUSIC ACADEMY IN GDANSK

2018

MASTER OF ARTS AT THE DEPARTMENT OF COMPOSITION, MUSIC THEORY AND SOUND ENGINEERING SPEC. COMPOSITION AT THE MUSIC ACADEMY IN BYDGOSZCZ

2006-2015

MUSIC SCHOOL I and II LEVEL IN THE PIANO CLASS.

1997-2006