

Filip Celestyn Bachorz

fcbachorz@gmail.com | 416-997-8506 | **Portfolio:** fcbachorz.com

Profile

Efficient and technically minded sound designer who excels at creating realistic and visceral soundscapes using sampled recordings, software plugins and synthesis. Skilled multitasker and team player with an attention to detail and effective oral and written communication.

Projects

My Singing Monsters (September 2023 - Current)

- Composer of various songs and musical parts found throughout this music-based game
- Creating unique and engaging sound effects using plugins from iZotope, Soundtoys and Waves
- Responsible for implementing the music, sound and MIDI data to the game using a custom-made game engine

My Singing Monsters: Dawn Of Fire (September 2023 - Current)

- Lead sessions with vocalists and musicians to create catchy musical parts for the in-game characters
- Implementing sound and music using the Unity Game Engine

My Singing Monsters Thumpies: Remastered (March 18, 2024)

- Working with voice actors to create energetic and lively character noises
- Creating ambience tracks for the background of the games various settings

Related Experience

Sound Designer I (2023 - Current)

Big Blue Bubble Inc. | London, ON

- Creating and implementing world-class sound design, composing, and mixing music for in-game use with the assistance of tools such as Reaper, Unity Engine and Wwise Studio
- Assisting in driving onsite sound recording sessions for voice over, sound effects, foley, and ambience whilst also being responsible for editing and cleaning up the recordings using plugins such as Izotope RX 10
- Continuously playtesting games to ensure exceptional sound quality and providing post production support for marketing material

Production Volunteer & On-Air Host (2018 – 2022)

94.9 FM Radio Western | London, ON

- Host and producer of an On-Air show presented by Radio Western
 - Experience with software such as Pro-Tools and Ableton Live to create pre-recorded shows and advertisements
 - Familiar with a variety of hardware and software plugins by Fabfilter, Waves and iZotope used to create unique effects and enhance audio
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Education

B.E.Sc.: Civil Engineering (2015 - 2019)

Western University | London, ON

- Proficient in software such as MATLAB, AutoCAD and Revit
- Experience with C++ and HTML scripting
- Ability to learn new technical skills in a short amount of time

Game Audio Design (Sept 2022 – Dec 2022)

Berklee College of Music | Boston, MA

- Fundamentals of Sound Design using Ableton Live 11 and Reaper
- Implementing and editing sound in Unity Engine and FMOD Studio
- Skilled in SFX, Foley, Music, Voiceover and UI Design

Other Skills and Experience

Mapping & Records Associate (2021 - 2023)

G-Tel Engineering Inc. | London, ON

- Using GPS and Drafting software to create utility locate maps for Damage Prevention Technicians working on the field to ensure public safety
- Creating and maintaining a database of over a hundred templates for use by other Office Sketchers or Damage Prevention Technicians
- Hand chosen by management for additional training in Lookup to support other departments outside of job description.

Software Skills

- Reaper
- FMod Studio
- Ableton Live 11
- C # Scripting
- Unreal Engine
- Wwise Studio
- Pro Tools
- C ++ Scripting

References available upon request