

Mike Maksim

sd33mike@gmail.com

2320 Rosita Ave
Santa Clara, CA 95050

www.deifiedaudio.com
(408) 431-8545

Skills

- Pro Tools, Nuendo, Cubase, SoundForge, ACID Pro, Reaktor, Reason, Ableton Live
 - Wwise, FMOD, Pure Data, Unity, Max/MSP
 - Waves, Native Instruments, Soundtoys, GRM Tools, and many other plug-ins
 - Unreal Editor 3 speech system, sfx archetypes, anim notifies, Kismet scripting, and sound propagation
 - Immersive 2D and 3D audio level design: background ambiences, thuds, and 3D ambient sound actors
 - Scripted gameplay and rendered cinematic scenes, weapons, alien/creature voice design and processing
 - Foley, VO/ADR, field recording, music composition, editing, mixing, and mastering
 - Dolby Pro Logic, Dolby Digital 5.1 and 7.1 mixing and encoding
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Employment

Crystal Dynamics – Redwood City, CA In-House, 2/2014 – present

- Audio design and implementation for Lara Croft and the Temple of Osiris, and Rise of the Tomb Raider
- Cinematics, scripted gameplay events, weapons, and environmental audio design and mixing
- Music implementation and mixing
- Special effects, voice effects, physics, and interactive objects audio systems
- Audio tools and systems development

2K Marin – Novato, CA In-House, 6/2010 – 10/2013

- Audio design and implementation for The Bureau: XCOM Declassified, and Hangar 6: R&D
- Cinematics, scripted gameplay events, weapons, and environmental audio design and mixing
- Functioned as VO Lead, managed VO pipeline and tools, all VO effects design and futzing
- Sound propagation and reverb design

Level 13 Studio – San Francisco, CA Contract, 12/2009 – 4/2010

- Audio design and VO for Adventures of Marshal Marshmallow

Omni Audio – Redmond, WA Contract, 9/2009 – 11/2009

- Audio design and creature voices for Nanovor

Deep Fried Entertainment – Vancouver, BC Contract, 8/2009 – 9/2009

- Audio design, UI, and musical stingers for Shadowplay

Deified Audio – Santa Clara, CA 7/1998 - present

- Contract audio design & music production for various projects
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Education

Vancouver Film School
Sound Design for Visual Media Program

Graduated, Feb. 2009

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Credits

- *Rise of the Tomb Raider* - (in production) Crystal Dynamics
- *Lara Croft and the Temple of Osiris* - (2014) Crystal Dynamics
- *The Bureau: XCOM Declassified - Hangar 6 R&D* (2013) 2K Marin
- *The Bureau: XCOM Declassified* (2013) 2K Marin
- *Adventures of Marshal Marshmallow* (2010) Level 13 Studio
- *Shadowplay* (2010) Deep Fried Entertainment
- *Nanovor* (2009) Smith and Tinker