

# JAKUB MARZEC

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**demo reel:** [www.kubamarzec.com/demoreel](http://www.kubamarzec.com/demoreel)

**Sound Designer** with over 10 years' experience recording Voice Overs, sound effects and creating sonic stories for various branches of the entertainment industry.

## SUMMARY

Enthusiastic gamer known for bringing worlds to life with immersive soundscapes and assets. Experienced in leading projects of various formats i.e. games, trailers, commercials, tv, audio books, audio dramas, podcasts and other audio-visual forms, throughout full cycles from concepts to finished products. Creative, versatile, and successful at all kinds of genres from fantasy and sci-fi to comedy and cartoons.

## AREAS OF EXPERTISE

Asset Creation ■ Soundscape Design ■ Field Recording ■ Managing and directing Voice Over Sessions ■ Voice Editing ■ Engine Implementation (fmod, wwise, unity, ue, gwt) ■ Mixing & mastering ■ Blueprints ■ Leadership ■ Troubleshooting ■ Adobe Premiere ■ Blackmagic Davinci Resolve ■ Strategic Planning ■ Workflow optimization through DAW scripting ■ Perforce ■ Temporal ■ Retool ■

## ACCOMPLISHMENTS

- **Designed and launched an over 100 hours long audio drama game/companion app** for leading board game creator Into The Unknown in under 12 months
  - Envisioned the soundscape and set the tone for the whole game in line with the existing story
  - Took part in the recruitment process for the position of composer
  - Took part in the recruitment process for most of the positions of Voice Over Artists
  - Directed voice acting sessions
  - Designed and delivered all required audio assets from scratch
  - Successfully led the team throughout the full cycle of production
  - Mixed and mastered the final product
- Worked on projects screened in **cinemas, sports events (NBA), radio and TV**
- Won the **Best Original Music award** during the international short movie festival 48Hours Film Project.
- Co-produced, edited and did sound designs for **over 500 hours of (some award-winning) podcasts** from variety of genres such as true crime, sports, comedy, lifestyle, adventure, corporate, tech and leadership.
- Worked and developed relationships with multiple corporate and government companies i.e. Lacoste, Philips, BBC or CERN (The European Organization for Nuclear Research) and AAA Game Voice Over Artists such as SungWon Cho/ ProZD (**Borderlands, Soulcalibur, God Of War**), Slink Johnson (**GTA V**) or Adam Behr (**Harry Potter, EVE Online, World of Tanks**)
- Produced and released **multiple critically acclaimed albums and singles**, some nominated for Polish Album of the Year awards
- **Experienced in global partnerships**, working with teams in USA, Canada, UK, Belgium, Poland, Spain, Cyprus and Saudi Arabia.

## CAREER PROFILE

Wazdan Games, Sound Designer (2025-present)  
Riverside.fm, Technical Audio Engineer (2025-present)  
Independent, Sound Designer (2015-present)  
Into The Unknown, Senior Sound Designer (2023-2025)  
Inter Voice Over Bookings, Editor (2022-2023)  
Podcast Monster, Editor (2021-2022)  
Selekta Studio, Recording Studio Engineer (2015-2020)  
HOF Record, Recording Studio Engineer (2011-2020)

## RECENT EXPERIENCE

### Sound Designer, Wazdan (2025-present)

Responsible for musical composition, sound design, and audio system optimization for globally released, theme-based casino games. Bringing creative direction, technical expertise, and deep understanding of modern interactive sound systems to elevate user experience and brand identity.

- Creating engaging, **theme-specific musical compositions, jingles, and sound effects (e.g. sci-fi, fantasy, Halloween, Christmas)** tailored for both web and mobile casino environments.
- Designing unique sonic identities that enhance immersion and emotional engagement across diverse visual themes and gameplay mechanics.
- **Troubleshooting and optimizing existing sound engine architecture** to eliminate audio inconsistencies, latency issues, and technical errors, ensuring compliance with industry standards for interactive entertainment.
- Advising developers and producers on best practices for **adaptive music systems, dynamic mixing, and modern audio codecs** for cross-platform gaming.
- Developing internal documentation and workflow templates to streamline the production process and maintain consistency in asset quality.
- Researching emerging trends and technologies in game audio implementation to continuously improve sound integration pipelines and user experience.

### Senior Sound Designer, Into The Unknown (2023-2025)

First hire in Into The Unknown's digital division, building the team and creating the plan, schedule, asset list and vision for the enormous audio drama game/companion app for Aeon Trespass: Odyssey - one of the best-reviewed, biggest and most complicated board games in the world.

- Created the vision for sonic world building in line with the **fantasy/sci-fi/lovecraftian horror story** set in Ancient Greece inhabited by humans, **havoc-wreaking otherworldly creatures - Primordials, super-powered battling Gods and Titans**, Djinn and many more, amongst **magic-based, advanced technology**, politics and warring nations; **on the ground, in the air, under water and in the void**.
- Led the team of Composer and Voice Over Artists throughout the **full game production cycle** ensuring the best quality is delivered.
- Remotely co-directed crucial Voice Recording sessions taking place in top Los Angeles based recording studios known for Grammy winning projects.
- Took part in Division Leader meetings regarding future projects and creative ideas.
- Advised Marketing Division on technical possibilities of audio systems and practices used in promoting products.
- Came up with the idea and worked on implementing **Voice Recognition feature** in future apps.
- Worked alongside programmers on implementing the sound assets into the game engine (Unity).
- Assisted the copywriters in finding errors in the scripts.
- Designed project specific **workflow optimization systems for REAPER using Lua scripting language** some of which cutting the time needed to finish the task by 80%.