

James Zolyak

Music Designer, Technical Sound Designer

Kirkland, Washington

[linkedin.com/in/jameszolyak](https://www.linkedin.com/in/jameszolyak)

jameszolyak@gmail.com

jameszolyakaudio.com

(330) 785-8065

EXPERIENCE

343 Industries, Halo Infinite — Music Editor/Implementer

September 2021 - January 2023

- Collaborated across the studio to facilitate good team communication.
- Participated in sprint planning for both music and the technical audio teams.
- Created bug reports and feature requests for developers.
- Constructed a relational database for asset tracking.
- Handled testing of music and audio systems.
- Helped design co-op music systems.
- Edited music deliveries for integration in game.
- Implemented music into dynamic systems that react to enemies.
- Assisted in scoring cinematics for music edits.
- Assisted in delivering unreleased seasonal content.

Playstation, Ratchet and Clank: Rift Apart, Spiderman: Miles Morales, Ghost of Tsushima, The Last of Us Part II, Call of Duty: Modern Warfare (2019), Concrete Genie — Music Editor

June 2019 - June 2021

- Created bug reports and feature requests for developers.
- Communicated with offsite developers and vendors.
- Edited music deliveries for integration in game.
- Implemented music into dynamic systems that react to enemies.
- Assisted in scoring cinematics for music edits.
- Handled testing of music systems.

Dash Quasar, Santa Clara, California — Producer/Sound Designer

January 2018 - September 2018

- Led and coordinated meetings.
- Handled Jira setup and task management.
- Handled sprint planning for the team.
- Assisted the creative lead in maintaining project approvals from advising professors.
- Handled all sound design and implementation for the game.
- Created a mock budget for the game based on the premise of full release.
- Facilitated collaboration between team members.

Cooking Daddy, Santa Clara, California — Sound Designer

October 2017 - November 2017

- Handled all sound design and implementation for the game.
- Implemented sfx and procedural jazz music using FMOD.
- Recorded unique foley content for editing use.

EDUCATION

UCSC, Santa Clara, California — *MS in Games and Playable Media*

September 2017 - August 2018

RIT, Rochester, New York — *BS in Games Design and Development*

September 2012 - December 2016

SKILLS

Music Editing, Sound Design, Audio Implementation, Audio Mixing, Music Composition, Programming, Foley Recording, AGILE/Scrum, Waterfall, Gameplay Capture

TOOLS

Reaper, Pro Tools, Visual Studio, Unity, Unreal, FMOD, Wwise, Cubase, JIRA, Trello, Ableton, Confluence, Azure DevOps, Excel, Microsoft PowerAutomate, Sharepoint Lists, Proprietary Engines, OBS

LANGUAGES

C#, C++, Javascript, UE 4 Blueprint, Lua

SOURCE CONTROL

Git, Perforce, TFS, Subversion

AWARDS

Halo Infinite

Nominated for MPSEs and BAFTAs in Sound Editing, Music, and Audio Achievement respectively

The Last of Us: Part II

Received MPSE award for Outstanding Achievement in Sound Editing in Computer Cinematics and Computer Interactive Game Play

Call of Duty: Modern Warfare

Received MPSE award for Outstanding Achievement in Sound Editing in Computer Cinematics and Computer Interactive Game Play

EDUCATION

UCSC, Santa Clara, California — *MS in Games and Playable Media*

September 2017 - August 2018