

Audio Engineering | Sound Design

An accomplished Musician, Audio Engineer and Sound Designer with a track record in successfully composing game audio and video audio across a range of multi-media projects. Extensive academic background in music and a real passion for creating innovative sound that inspires others. Proven experience working independently as a freelance contractor to deliver exceptional outcomes that exceed client expectations.

AUDIO PROJECTS

Happy 13 Productions “Insomnia is Coming” (8 months)

Worked as a Sound Designer and Voice Actor on this 50 level adventure game. Created sounds for weapons and +500 monsters, and edited all the vocals in addition. Utilised Protools 11 and Reaper sequencers and plugins such as Waves, Native Instruments and Izotope for mixing and editing.

Private Game Developer “Amnesia Closure” (7 months)

Created the majority of sounds for this horror title including footsteps, ambiences, monsters and props. Utilised Protools 11 and plugins such as Waves, Native Instruments and Izotope for mixing and editing.

SG Media Soft “Flipp N’ Koin” (11 months)

Composed music and sound design for mobile casual game which included buttons, sound related to success or loss and other markets sounds. Utilised Cubase 7 and various built-on plugins for editing and mixing.

Misfit Village “Tainted Fate” (3 months)

Composed ambiences for all levels of this horror themed game. Utilised Protools 11 sequencer and plugins that included Waves, Native Instruments and Izotope for mixing and editing.

Private Game Developer “Dark Dragon Demo” (4 months)

Worked as a Sound Designer and Music Composer on this indie project creating the music foley and prop sounds. Utilised Protools 11 sequencer and plugins that included Waves, Native Instruments and Izotope for mixing and editing.

OTHER CAREER HIGHLIGHTS

3E (Coca-Cola) - Yamba Animate Project (3 months)

Led project working with a partner company of 3E who were commissioned to create a video that attracted young people to work for 3E. Managed all aspects of project including communications, video design, audio engineering and quality testing. Utilised Reaper sequencer and plugins that included Waves, Native Instruments and Izotope for mixing and editing. Successfully delivered project on time.

SAE Athens – Music & Audio Seminars

Conducted two seminars related to audio engineering and music performance for over 30 participants.

- “Introduction to Game Audio” – introduced students to the world of sound design and its core principles. This included activity related to layering tracks, organic and electronic sounds, ambiences, and synthesisers.

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AUDIO SKILLS

- ✓ Protools
- ✓ Cubase
- ✓ Reaper
- ✓ Sound Editing
- ✓ Recording
- ✓ Mixing
- ✓ Mastering

MUSIC SKILLS

- ✓ Electric Guitar
- ✓ Teaching
- ✓ Composing
- ✓ Musicianship

COMPUTER SKILLS

- ✓ OSX
- ✓ Windows OS
- ✓ Office Suite
- ✓ Hardware Maintenance

GAME ENGINES

- ✓ Unreal Engine
- ✓ Unity
- ✓ UDK

- “Music Performance and Improvisation” – provided practical musical tools and expertise to enhance musical performance of participants, many of whom were guitarists and meta musicians. This included jazz standard practise in duos.

WORK EXPERIENCE

January 2016 to Present

During this period, I have been working as a Teaching Assistant for numerous agencies in London. Have received experience in normal schools, nurseries and special education schools.

March 2014 to December 2014

During this period, have worked as a guitar performer and audio engineer for the Military Big Band of Athens. Have received military training and acquired knowledge in various firearms.

March 2013 to Present June 2007 to Present

Freelance Sound Designer / Engineer Guitarist / Music Teacher

During this period, have worked on a number of varied projects related particularly to games and visual media. With expertise in sound composition and high proficiency with recording and mixing, this has provided a platform for successfully completing projects for multiple clients in this sector. In addition, have performed in over 500 gigs as a competent guitarist with fluency in Jazz and Rock.

September 2012 to September 2013 Yamba Animate | Founder / Sound Designer & Editor

Founded this company from conception to provide a creative media outlet that specialised in explainer videos. Leading a team of 4 multi-disciplined individuals, delivered high-specification 2D and 3D videos and audio output for over 50 clients including Coca-Cola, Health Management Associates and MyStore.

EDUCATION

M.A Professional Practice, Online Music Education Methods

October 2012 to August 2013 | SAE Institute, Austria (Online Study)

Activities and Societies: Online Education, Guitar Performance Online, Website Content Creation, Cloud Music

Audio Engineering / Design

October 2012 to December 2013 | SAE Institute, Athens

Activities and Societies: SAE Band, Seminars, Workshops, Live Audio, Mixing, Mastering, Sound Theory, Recording, Sound Design, Sound Implementation

B.A in Jazz Studies

October 2010 to June 2012 | Middlesex University, London

Activities and Societies: Jazz Ensembles, Improvisation, Music Harmony, Jazz Standards, Jazz Improvisation, Composition

B.A Guitar Performance

June 2008 to June 2010 | Nakas Conservatory, Athens

Activities and Societies: Guitar Practise, Improvisation, Theory, Music Harmony, Drums, Piano

PERSONAL PROJECTS & PUBLICATIONS

- **Album production in collaboration with George Bokos** – “Tabula Rasa” (Instrumental Metal album with 9 songs)
- **Publication of guitar workout e-book** – “Modern Guitar Technique and Articulation” and musical tracks for practise in conjunction with PDF book
- **Academic research paper** – exploring new ways of transmitting musical knowledge online

CERTIFICATES

- **Sound Healing & Therapy**, SAE Athens
Introduction to psychacoustics, frequency zones and impact on the brain
- **Sound Design**, SAE Athens
Introduction to sound design, audio asset management and audio implementation

PROFESSIONAL RECOMMENDATIONS

“George is untiring in his pursuit of musical beauty and sound design excellence, demonstrating excellence in audio-post production and delivery and exceptional care for clients and projects. His unique sound and voiceover inspires and drives the emotion of any project” – Krzysztof Galus, CEO, Happy 13 Productions

“George is an intelligent and motivated individual. He is more than capable of recording and producing sounds for gaming environment” - Myke Price, Lead 3D Artist, Happy 13 Productions

“I've had the opportunity to work with George Karagioules on the game Tainted Fate and would like to express my deepest thanks for the excellent services he has provided in the field of Audio Engineering and Sound Design” - Mladen Bošnjak, CEO, Misfit Village

“Working with George was a pleasure, as he is able to fully understand the sound needs of a video game, and to produce original sounds and sound effects to suit the game. Strongly recommend him for any position relative to sound or music in the industry” - Dimitris Vrastaminos, Graphic Designer, Indie Game Developer