PHILIPP KARADENSKY

AUDIO DESIGNER | Portfolio: www.karadensky.com

EXERPT

Lead Sound Designer with strong focus on 3rd Person games. I am specialized on immersive Spatial Audio Experiences for PC, Xbox and PS5 and evolving audio tools and production pipelines for agile future development. I worked on one AAA-Title, one AA-full-production-loop and several canceled AA-projects.

EXPERIENCE

Fishlabs LEAD SOUND DESIGNER

Jan 2023 - Mar 2024

Unannounced Project 2 (UE5 & Wwise, 3rd Person-Sci-Fi-Action-Shooter, canceled)

Lead Sound Designer for 5 people Audio Team Enabling future proof pipelines & tools from asset to Wwise to integration Leading research and prototyping for spatial audio on PC, PS5 and XSX

Project Black (UE5 & Wwise, 3rd Person-Sci-Fi-Action-Shooter, discontinued)

Lead Sound Designer of a 3 people team Leading and structuring content, audio-tools and development pipelines

Fishlabs SENIOR SOUND DESIGNER

Jan 2022 – Jan 2023

Dead Island 2 (UE4 & Wwise, Co-Op-Multiplayer-Mode, Release 2024)

Responsible for planning and producing the audio experience of the mode Plan and design of two studiorooms & MoCap Studio for expansion of the team

Fishlabs SOUND DESIGNER

Aug 2018 – Jan 2022

CHORUS (UE4 & Fmod, Release 2021 on PC, PS5/4, XSX, XBOX One, Stadia)

Full Development-Cycle

Main Sound Designer for SFX & VO

Defining & executing VO- & cinematic pipeline with external partners (loca-ready) Spending half a year on performance optimization to release on 12 plattforms Won "Best Score in Video Games" at 2022 HOLLYWOOD MUSIC IN MEDIA Awards

Freelance

SOUND DESIGNER

Nov 2017 – Aug 2018

Freelance Sound Designer for CHORUS

Bigpoint JUNIOR/Intern SOUND DESIGNER

Jun 2013 - Nov 2017

Shards of War (Unity & Fmod, FtP SciFi - Moba)

