Felix (Zirwes) Krejci

Game Audio Designer

Contact Details

E-MAIL ADDRESS: **flx@SilentBob.eu**
TELEPHONE NUMBER: **+49 (0) 179 143 42 46**
SKYPE ID: **felix.zirwes**
WEBSITE: **www.SilentBob.eu**
POSTAL ADDRESS: Am Eichenhain 122, 13465 Berlin / Germany

Profile

Sound designer, field recordist and lecturer with a strong passion for the creative and technical challenges of game audio. Self-driven team player with more than six years of hands on experience within international teams inhouse and remotely throughout the full development cycle, using all kinds of game engines and audio middlewares.

"The day I stop learning is the day I die."

Software Skills

Software	Experience Level
Reaper	4 years
Protools	1 year
Wwise	3 years
FMOD	2 years
Unreal 4	1 year
Unreal 3	1 year
Basehead	5 years
JIRA	2 years

Employment History

Audio Lead, Bigpoint GmbH, Berlin / Germany
Drakensang Online (PC browser / client MMO)
(January 2016 – Present)

Responsibilities:
- Designing and implementing audio using FMOD and the inhouse engine editor tools
- Managing external composers and sound designers
- Representing audio towards all other departments and management

Freelance Sound Designer, self-employed, Tübingen / Germany
(May 2011 – December 2015)

Divinity: Original Sin Enhanced Version (PC)

Responsibilities:

- Created and implemented additional sound effects as a contractor using Wwise, Perforce and the inhouse editor tools

Divinity: Original Sin (PC)

Responsibilities:

- Review early alpha build and define audio's artistic vision with design and management, technical requirements and systems with coding and set up an asset list of sounds required for the game
- Create all sound effects and implement them using Wwise, Perforce and inhouse engine editor tools
- Request and review audio features from and with coding for game and editor
- Edit, master and implement music into Wwise
- Managing an external sound designer that was brought into the project during the last two months

Divinity: Dragon Commander (PC)

Responsibilities:

- Review early alpha build and define audio's artistic vision with design and management, technical requirements and systems with coding and set up an asset list of sounds required for the game
- Create all sound effects and implement them into Wwise
- Request implementation of sound events and RTPCs from coding
- Edit, master and implement music into Wwise
- Master and implement dialogs including localised versions into Wwise

Boom Library "Destruction" sound effects library

Responsibilities:

- Come up with suggestions for sound effects that can be recorded in my local area for a sound library featuring massive destruction sound effects
- Spotting locations, contacting companies like scrapyards, demolition experts etc.
- Organising and performing field recording sessions of demolition blasts, cars being dropped at scrapyards, trees being cut in forests etc.

[Q.U.B.E.](#) (PC)

Responsibilities:

- Review beta version and set up an asset list of sounds required for the game
- Implement sounds into Unreal 3 via SVN
- Master and implement music
- Composing and implementing additional music

Senior QA Tester, Electronic Arts, Frankfurt / Germany
Crysis 2 (PC / X360 / PS3)
(May 2010 – March 2011)

Localisation QA Tester, Deep Silver, Munich / Germany
 (February 2009 – January 2010)

Localisation QA Tester, Electronic Arts, Madrid / Spain
 (June 2008 – January 2009)

Education

MSc Biology   Eberhard-Karls-Universität Tübingen

Hobbies & Interests

Video games, movies and tv series, museums, travelling, cooking and dining out. The audio community has helped me a lot when learning my craft, so I volunteered as a mentor for the [Audio Mentoring Project](#). I am also active in various local audio meetups here in Berlin.