

<b>Felix Zirwes</b>	<b>Email:</b> <a href="mailto:flx@silentbob.eu">flx@silentbob.eu</a>
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## CURRICULUM VITAE

### Game Audio Credits excerpt (announced and/or released titles):

Title	Developer	Platform	Released	Role
<a href="#">Divinity: Original Sin Extended Edition</a>	Larian Studios, Belgium	PC, Xbox 1, PS 4	tba	Contract Sound Design & Implementation, see below for more details
<a href="#">Divinity: Original Sin</a>	Larian Studios, Belgium	PC	July '14	Contract Sound Design & Implementation, see below for more details
<a href="#">Divinity: Dragon Commander</a>	Larian Studios, Belgium	PC	Aug '13	Contract Sound Design & Implementation, see below for more details
<a href="#">Q.U.B.E.</a>	Toxic Games, UK	PC, Wii U	Jan '12	Contract Sound Design & Implementation, see below for more details

... plus several unannounced games and field recordings for upcoming audio libraries.

### Software Skills:

- Samplitude Pro, Protools LE, Reaper
- Basehead
- Wwise, FMOD
- Unreal Engine / UDK
- Perforce, SVN
- Mantis, Devtest/Devtrack, JIRA
- MS Office, Open Office

### Skills:

- Recording / editing / mixing / mastering of digital audio
- Microphone and field recording techniques
- Linear and non-linear sound design and implementation
- Good team player with many years of work experience within international teams in house and remotely
- German native speaker, fluent English, basic French and Spanish

### Education:

Msc Biology, Eberhard Karls-Universitaet Tuebingen

### Interests:

Video games, movies, music, traveling, museums, cooking and dining out

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**Game industry and audio experience:**

<b>June 2015 – July 2015</b>	<p><b>Larian Studios, Ghent/Belgium</b>  <b>Remote Contract Sound Designer</b> on <i>Divinity: Original Sin – Extended Edition</i></p> <ul style="list-style-type: none"> <li>* Additional sound design &amp; implementation using Wwise, Perforce and inhouse tools</li> </ul>
<b>Feb 2015 - present</b>	<p><b>Dynamedion GbR, Mainz/Germany</b></p> <ul style="list-style-type: none"> <li>* Additional sound design as sub-contractor for several unannounced titles</li> </ul>
<b>May 2012 – July 2014</b>	<p><b>Larian Studios, Ghent/Belgium</b>  <b>Remote Contract Sound Designer</b> on <i>Divinity: Original Sin</i> and <i>Divinity: Dragon Commander</i></p> <ul style="list-style-type: none"> <li>* Sound design &amp; implementation using Wwise, Perforce and inhouse tools</li> <li>* Setting up workflows, requesting and defining new audio features and planning technical requirements with other departments</li> <li>* Defining creative direction for title's audio</li> <li>* Coordinating schedules with production</li> <li>* Coordinating daily work with animators and designers (level/game/character/VFX)</li> <li>* Collaborating with composers and other sound designers</li> <li>* Audio QA</li> <li>* Mixing ingame audio</li> <li>* Editing/Mastering of music and VO including localised versions</li> </ul>
<b>Oct 2011 – Nov 2011</b>	<p><b>Toxic Games, UK</b>  <b>Remote Contract Sound Designer</b> on <i>Q.U.B.E.</i></p> <ul style="list-style-type: none"> <li>* Sound design &amp; implementation using UDK and SVN</li> <li>* Additional music</li> <li>* Defining creative direction for title's audio</li> <li>* Audio QA</li> <li>* Mixing ingame audio</li> <li>* Editing/Mastering of music</li> </ul>
<b>May 2011 - present</b>	<p><b>Silentbob Audio, Dusslingen / Germany</b>  <b>Full time freelance sound designer</b></p> <p>self employed, see credits</p>

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**Game industry and audio experience:**

<b>May 2010 – Mar 2011</b>	<b>Electronic Arts</b> , Frankfurt / Germany <b>Embedded QA Senior Tester</b> - Functional QA of single and multiplayer mode for <i>Crysis 2</i> at Crytek's headquarters on PC/PS3/X360
<b>Feb 2010 – May 2011</b>	<b>Depth Developers</b> , unpaid remote work in spare time <b>Sound designer</b> - Sound design and implementation for <i>Depth</i> , a multiplayer game based on the UDK
<b>Feb 2009 – Jan 2010</b>	<b>Deep Silver</b> , Munich / Germany <b>German Lead Localisation Tester</b> - Localisation QA for games like <i>Risen</i> , <i>Prison Break</i> and <i>Cursed Mountain</i> on PC/PS3/X360/Wii/DS
<b>Jun 2008 – Jan 2009</b>	<b>Electronic Arts</b> , Madrid / Spain <b>German Localisation Tester</b> - Localisation QA for games like <i>NFS Undercover</i> , <i>LOTR: Conquest</i> , <i>Burnout Paradise Ultimate</i> and <i>Sims 3</i> on PC/PS3/X360/Wii/DS
<b>Nov 2004 – Jan 2007</b>	<b>16 Tons Entertainment</b> , Tuebingen / Germany <b>Freelancer</b> in various roles - Mission design fine tuning and game play balancing - Additional level design and QA
<b>Apr 2002 – May 2008</b>	<b>The Flying Mic</b> , Tuebingen / Germany <b>Freelance Audio Engineer</b> , self employed - Recording / mixing / mastering of music at local recording studios and remote sessions
<b>Oct 2001 – Mar 2002</b>	<b>Studio 77</b> , Stuttgart / Germany <b>Internship Audio Engineer</b> - Recording / mixing / mastering of music under supervision of Derek von Krogh (producer/writer Nena, Voice of Germany)