

<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):**

<b>Title</b>	<b>Developer</b>	<b>Platform</b>	<b>Released</b>	<b>Role</b>
<a href="#">Drakensang Online</a>	Bigpoint	PC/browser	Live MMO	Audio Lead
<a href="#">Divinity: Original Sin Extended Edition</a>	Larian Studios, Belgium	PC, Xbox 1, PS 4	Oct '15	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

<b><u>Software Skills:</u></b>	<ul style="list-style-type: none"> <li>- Samplitude Pro, Reaper, Protools</li> <li>- Basehead</li> <li>- Wwise, FMOD</li> <li>- Unreal Engine 3 &amp; 4</li> <li>- Perforce, SVN</li> <li>- Mantis, Devtest/Devtrack, JIRA</li> <li>- MS Office, Open Office</li> </ul>
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<b><u>Skills:</u></b>	<ul style="list-style-type: none"> <li>- Recording / editing / mixing / mastering of digital audio</li> <li>- Microphone and field recording techniques</li> <li>- Linear and non-linear sound design and implementation</li> <li>- Good team player with many years of work experience within international teams inhouse and remotely</li> <li>- German native speaker, fluent English, basic French and Spanish</li> </ul>
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<b><u>Education:</u></b>	Msc Biology, Eberhard Karls-Universitaet Tuebingen
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<b><u>Interests:</u></b>	Video games, movies, music, traveling, museums, cooking and dining out
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**Game industry and audio experience:**

<b>Jan 2016 - present</b>	<p><b>Bigpoint GmbH</b>, Berlin/Germany  <b>Audio Lead</b> (inhouse) on <i>Drakensang Online</i></p> <ul style="list-style-type: none"> <li>* Sound design &amp; implementation using FMOD and inhouse engine editor tools</li> <li>* Managing external sound designers and composers</li> <li>* Representing the project's audio towards all other departments and management</li> </ul>
<b>June 2015 – July 2015</b>	<p><b>Larian Studios</b>, Ghent/Belgium  <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 – Dec 2015</b>	<p><b>Dynamedion GbR</b>, Mainz/Germany</p> <ul style="list-style-type: none"> <li>* Field recordings for the Boom Library “Destruction” sound fx library</li> <li>* Additional sound design as sub-contractor for several unannounced titles</li> </ul>
<b>May 2012 – July 2014</b>	<p><b>Larian Studios</b>, Ghent/Belgium  <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>

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**Game industry and audio experience:**

<b>Oct 2011 – Nov 2011</b>	<b>Toxic Games, UK</b> <b>Remote Contract Sound Designer</b> on <i>Q.U.B.E.</i> * all sound design & implementation using UDK and SVN * Additional music, editing/mastering of all music
<b>May 2011 - present</b>	<b>Silentbob Audio, Dusslingen / Germany</b> <b>Full time freelance sound designer</b> self employed, see credits
<b>May 2010 – Mar 2011</b>	<b>Electronic Arts, Frankfurt / Germany</b> <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, unpaid remote work in spare time</b> <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, Munich / Germany</b> <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, Madrid / Spain</b> <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, Tuebingen / Germany</b> <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, Tuebingen / Germany</b> <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, Stuttgart / Germany</b> <b>Internship Audio Engineer</b> * Recording / mixing / mastering of music under supervision of Derek von Krogh (producer/writer Nena, Voice of Germany)