



# Mark Muraski

Roswell, GA 30075

815.670.5804

[mark.muraski@gmail.com](mailto:mark.muraski@gmail.com)

[IMDb page](#)

## SUMMARY

20+ Shipped titles

Extensive experience in:

- UE5, UE4, UE3, and CryEngine
- UE4 and UE5 Blueprint scripting
- Wwise (15+ shipped titles)
- Audio performance and optimization
- Audio pipeline and tool set design/creation
- Project management (schedule, scope, and budget)
- Technical audio implementation
- Sound design
- Voice over casting, directing, and management

## OVERVIEW

With two decades of experience in the gaming industry, I have honed my skills as both a sound designer and audio director. **Serving as both the audio director and the primary (often sole) sound designer and technical sound designer** for titles like Killing Floor 2, Rising Storm 2, and Maneater, I played a pivotal role in shaping every aspect of the sound landscape, from conception to implementation. My responsibilities extended beyond the creative to include schedule management, budgeting, outsource management, and cross discipline coordination. Proficient in Wwise and Unreal Engine, I built out robust future looking dialog, music, and SFX systems while crafting immersive experiences. My leadership ensured that each project achieved its sonic vision while meeting technical requirements and deadlines.

## EXPERIENCE

### **Audio Director/Technical Sound Designer/Sound Designer, Tripwire Interactive**

Roswell, GA – 2015 - 2026

Responsible for audio in all Tripwire titles: Killing Floor 3 (future), Killing Floor 2, Rising Storm 2, Incursion (VR), Espire 1 (VR) and Maneater (Audio and Narrative) including schedule and scope, outsource management, budgets, asset creation/sound design, implementation, pipeline/tool creation, casting, and mix. Supervision of marketing video assets.

Responsible for oversight of technical delivery of audio on Tripwire Presents titles, including: Chivalry II and Deceive Inc.

### **Audio and Narrative Director, Xaviant, LLC**

Cumming, GA – 2012 - 2015

Handled the entirety of audio for Lichdom: Battlemage including schedule and scope, outsource management, budgets, asset creation/sound design, pipeline/tool creation, implementation, casting, and mix. Supervision of marketing video assets.

**Lead Sound Designer, High Voltage Software**

Hoffman Estates, IL – 2007 - 2012

Handled sound design, implementation, voice over direction/recording, and performance/memory management for a wide range of game titles.

**Owner/Engineer, Fuse Recordings**

Rockford, IL – 2002 - 2007

Owner and operator of a full service audio studio utilizing Pro Tools and Analog Tape. Clients included: Sony Motion Pictures, Comedy Central/Colbert Report, Cheap Trick, Monday Night Football

**REFERENCES**

Available upon request