

Alexander Zaparniuk

Sound Designer & Technical Audio Designer

Contact

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Objective

Audio Designer & QA Tester educated at Vancouver Film School. With over 2 years of experience in the industry, I am looking to apply my knowledge as a results-orientated, hard-working individual focused on designing, implementing, and mixing high-quality sound effects for an innovative gaming experience.

Key Skills & Attributes

- Avid ICON D-Control Re-Recording Mixer Console
- Digital Audio Workstations - Pro Tools Ultimate 12, Reaper, Ableton Live
- Audio Middleware Engines - Wwise, Fmod
- Audio Recording
- Audio Editing
- Unreal & Unity
- Unreal blueprinting/Visual Scripting
- Jira Tasks
- Test Rail
- Audio Pipelines & Workflow
- Python
- Perforce & GitHub
- Organizational Skills
- Self-motivated
- Team Communication

Gear & Equipment

- Mix Pre 10ii
- Sennheiser MKH 416
- Diety Smic 2
- RODE NT5 x2
- Korg Opsix altered fm synthesizer
- Yamaha H7 Studio Monitors
- Scarlett Focusrite 2i2
- PC Computer / Windows

Experience

August / 2022 – Current

QA Analyst • Hothead Games

Currently working as a Quality Assurance Analyst at Hothead Games. Working on Mobile games such as: Turbulence Tycoon, Super Hit Baseball, and two unannounced titles.

- Dedicated Audio tester for the QA team for current mobile projects
- Test Analysis, identifying testcases by defining and prioritizing features within in game to define more accurate test conditions
- Apart of verification process for releases for new builds of all games
- Tasked with managing regression filters in Jira and making sure that issues presented are tested and completed promptly
- Responsibilities include taking initiative to test builds and maintaining a positive communication with all developers
- Tasked with organizing folder structure within Testrail adding detail to current testcases
- Working closely alongside Senior QA testers assisting in daily tasks

May / 2022 – June / 2022

Audio & QA Internship • Hothead Games

Spent a month working at Hothead games as an Intern attending daily and weekly meetings. Working on Turbulence Tycoon, Super Hit Baseball Skillz, and an unannounced title.

- Recorded and implemented original audio recordings for background ambiences
- Created original sound effects for an unannounced title
- Created a Python program for the Audio Director that would organize all audio files within a folder into an Excel document when run
- Worked alongside the Audio Director attending all meetings familiarizing myself game studio practices
- Tested builds of the game testing Audio & Gameplay features logging bugs into Jira
- Migrated QA testcases from Excel documents into Testrail.

Education

Applied Computer Information Systems Certificate, Part-time

British Columbia Institute of Technology
[2020-Current]

Sound Design for Visual Media Diploma

Vancouver Film School
[2019-2020]

BC High School Diploma

Argyle Secondary School, North Vancouver
Digital Media Arts Diploma
[2013 – 2018]

Scholarships / Awards

EA Sports Jay Bulbrook DMA Scholarship – Argyle Secondary School

September / 2021 – May / 2022

Audio Engineer & Dialogue Editor • 360Pros • Contractor

- Worked as videographer and audio engineer recording and editing video and dialogue using, Izotope RX 8 and Avid Pro Tools in order to create 360-degree virtual tours for client sites.
- Responsibilities included making sure all video and dialogue used for production was properly mixed and delivered for release.

July / 2021

Production Sound Mixer • Independent Film: 'Focus' • Contractor

- Acted as a production sound mixer and boom operator on an independent short film. Equipment used on set was as follows: Sound Devices 633, Sennheiser MKH 416, Rode NTH 5, Lectrosonics SMWB Wideband Transmitter, Comtek M-216 - Wireless Transmitter, K-Tek Aluminum Boom Pole.
- Responsibilities included placing lavalieres on all actors, recording, and mixing the on-set dialogue, managing battery changes for all equipment, and giving detailed sound reports at the end of production for the postproduction sound editors.

May / 2021

Production Sound Mixer • Student Film: 'The Middle Place' • Vancouver Film School • Contractor

- Acted as a production sound mixer and boom operator on an independent short film. Equipment used on set was as follows: Sound Devices Mix Pre 10ii, Sennheiser MKH 416, Deity s-mic 2, Lectrosonics SMWB Wideband Transmitter, Comtek M-216 - Wireless Transmitter, K-Tek Aluminum Boom Pole.
- Responsibilities included placing lavalieres on all actors, recording, and mixing the on-set dialogue, managing battery changes for all equipment, and giving detailed sound reports at the end of production for the postproduction sound editors.

October 2019 - January 2020

VFS Game Collaboration • Vancouver Film School

- Worked as a sound designer together with a team of Game Designers and Programmers for the game 'The Elder' and was showcased at the 2020 Twitch Community Meet Up. Equipment and DAWs used were Wwise as a middleware engine as well as Unreal Engine 4. Utilized the rode stereo bar along with the Sennheiser MKH 8050 to record stereo ambiences, along with Sennheiser MKH 860 for recording Foley and original sound effects.
- Responsibilities included working on SFX Recording/Editing, Audio Implementation and Music Editing. Contributed to weekly scheduling meetings discussing the progression of audio assets for the game.