



## ABOUT



Award Winning Sound Designer and Composer for Games, Film, TV, VR / AR and other Media

Game Audio Instructor and Lecturer

## PROFESSIONAL SKILLS



14 years in Sound Design, Original Music, Field Recording & Foley, Dialog Production & Audio Integration

7 Years Game Audio Instructor and Course Author

Lecturer and Public Speaker

Strong Organization, Analytical and Project Management Skills

Technically Savvy with a strong understanding of Game Engines and Middleware

Software: Neundo, Reaper, Pro-Tools, Cubase, Audition, FMOD, Wwise, Unity, Unreal, SVN, Perforce, Git, MS Office and more

## AWARDS



2014 Daytime Creative Arts Emmy Nominee

2010 Best Soundtrack "The Killing of Jacob Marr"

## CREDITS



[seriallab.com/credit/](http://seriallab.com/credit/)

## LINKS



[linkedin.com/in/ginazdanowicz/](https://www.linkedin.com/in/ginazdanowicz/)



[seriallab.com](http://seriallab.com)

# Gina Zdanowicz

## Audio Designer

✉ [gina@seriallab.com](mailto:gina@seriallab.com)  
[www.seriallab.com](http://www.seriallab.com)



## EDUCATION

- **Berklee College of Music** **BACHELOR OF MUSIC**
  - Studied Music Synthesis & Music Technology
  - Thesis: Nintendo Power Glove & Max to Control a Synth Orchestra



## EXPERIENCE

- **CEO / Audio Designer** **Serial Lab Studios, NJ**  
2005 – Present  
Providing complete audio solutions for Games, Film, TV, Web, VR / AR and other media.  
Founder  
Composer  
Sound Designer  
Voice Production
- **In-House Contract Sound Designer** **Avalanche Studios, NYC**  
March 2014 – September 2015  
Key responsibilities
  - Sound Design
  - Music Editing
  - Dialog Editing
  - Implementation with FMOD
  - Testing
- **Course Author / Instructor** **Berklee College of Music – Online, MA**  
2010-Present  
Key responsibilities
  - Intro to Game Audio Course Author and Instructor
  - Game Audio Production with Wwise Instcturor
  - Create New Course Material, Tutorials, Resources and Projects
  - Prepare Degree, Certificate, Masters and Continuing Education students for a career in Game Audio
- **Contract Dialog Editor** **2K Games – Marin, CA**  
June 2009 – July 2012  
Key responsibilities  
Dialog Editor for Bioshok 2 & The Bureau: Xcom Declassified
- **In House Audio Director / Level Designer** **Mini Monster Media, NJ**  
May 2009 – December 2013  
Key responsibilities
  - Audio Director - Overseeing all ESPN Arcade and Mobile Games Audio
  - Sound Designer and Composer
  - VO Casting, Recording, Editing and Mastering
  - Level Designer in Flash
- **In House Audio Designer** **Super-Ego Games / Mako Games, NYC**  
December 2005 – May 2010  
Key responsibilities
  - Sound Designer
  - Composer
  - Dialogue Editor
- **Contract Audio Designer** **Skyworks Interactive, NJ**  
June 2005 – July 2011  
Key responsibilities
  - Sound Designer
  - Composer
  - Dialogue Editor