

Marcus Bagshawe

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I am a sound designer with a passion for games and interactive audio. The intersection of art and technology I've found whilst working in this field is what fuels my passion for designing sounds and audio systems for games and other interactive experiences.

For the last two years I have been working on Vampire: The Masquerade - Bloodlines 2. I joined the project during pre-production and have seen it through to our recent Beta milestone.

Demo Reel: https://youtu.be/ml5_MgFQV84

Instagram: <https://www.instagram.com/marcusbagshaweaudio/>

Skills

- ⊕ **Audio software:** Reaper, Ableton Live, Logic Pro X, MAX MSP, Izotope RX.
- ⊕ **Technical:** UE5 Blueprints, physics audio systems, dynamic foley and modular character foley setup.
- ⊕ **Game development:** Experienced with Unreal Engine 5, Wwise and Unity.
- ⊕ **Source control:** Perforce, GitHub and Sourcetree.
- ⊕ **Sound design:** Strong ability in cinematic sound design, 5.1 mixing, haptics, and interactive audio systems.

Experience

2021 - Present

The Chinese Room - Sumo Digital

Sound design and implementation in Unreal Engine 5 and Wwise working on Vampire: The Masquerade - Bloodlines 2.

- Owner of combat and ability audio.
- Prototyped physics system including rag-doll physics audio.
- Sound design for cinematics (5.1).
- Recorded character foley for traversal and combat.

2021

Vaki Games

Sound design for upcoming MOBA tower defense style multiplayer game.

2021

Poly Fruit Studios

Created and implemented sound and music into mobile games developed in both Unity and Unreal Engine.



2021

Divine Gaming

Worked with developer Divine Gaming on the popular Minecraft mod *Nightmare Craft*.

2019

Doctor Who: Edge of Time, Maze Theory

Voice-over recording and sound design.

Education

2017 - 2020

University of Surrey

Course Representative for my year group

BMus (Hons) : Creative Music Technology (First Class Honours)

2015 - 2017

Shiplake College: Henley-on-Thames

Received a Music Scholarship, awarded Prefectship and Music Captain role

A Level : Economics (A), Mathematics (B), Media Studies (B)

BTEC : Music (Distinction*)

Rockschool : Electric Guitar (Grade 8 : Distinction)