



## **Ivo Sissolak**

**Sound Designer, Composer and Field Recordist**  
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**Website:** [www.ivosissolak.com](http://www.ivosissolak.com)

### **PROFILE**

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I am an energetic, fun-loving individual with a mild obsession with game audio. When I am not playing games, I can be found with my recording kit, eagerly collecting new sounds. I have been making audio for various game genres for the past 6 years. I also have extensive experience in live sound, film, television, and music production. Above all, I enjoy collaborating with teams across the world to produce high-quality products.

### **EXECUTIVE SUMMARY**

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- Worked as the Lead Sound Designer at Daedalic Entertainment, a German game development studio.
- Extensive work as a freelance composer and sound designer for indie games.
- Deep understanding of game audio implementation, post production, and Foley/VO recording with a focus on audio production.
- Experience in film/television as location recorder and dialogue mixer as well as extensive work in live-sound as FOH engineer.

- **Achievements include:**

- o Consecutively winning the “Top Student Award” in 2012 and 2013 from City Varsity, Cape Town.
- o Winner of the 2017 Serious About Games competition with the game “Vukuzenzele”
- o Winning “Best Game Audio” Award at the German Developer Awards 2017 for “Pillars of the Earth”.

## **KEY SKILLS**

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Sound Design • **Music Composition** • VO Recording • **Foley** • Cubase/Nuendo • **RX 6** • **Wwise** • Reaper • **Unreal 4** • Field Recording • **FMOD Studio** • **Project Management** • Clarinet • **Piano** • Guitar • Didgeridoo

## **PROFESSIONAL EXPERIENCE**

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### **LEAD SOUND DESIGNER AT DAEDALIC ENTERTAINMENT**

**July 2017 - December 2019**

#### [Daedalic Entertainment](#)

*Daedalic Entertainment is known for the point-click adventure genre. They are one of the leading publishers within Europe and have been developing their own games since 2007. Games such as Machinarium, Tales of Monkey Island, Shadow Tactics: Blades of the Shogun have been successfully published by Daedalic. Their games Edna & Harvey, Deponia, and Blackguards have been well received internationally.*

- Responsible for creating and managing audio pipelines
- In charge of sound design and audio implementation (Wwise, Unreal, Visionaire)
- Editing and mastering of Voice Over
- Composing and mastering of Soundtracks
- Involved with sound QA and playtesting on multiple platforms
- Managing and supervising the work of support sound design staff

#### Significant Achievements

- Lead Sound Designer and Composer on the RTS game “A Year of Rain”
- Lead Sound Designer on the interactive novel trilogy “Pillars of the Earth”
- Lead Sound Designer on adventure-thriller game “State of Mind”
- Sound Design on multiplayer action game “Witch it”
- Winners of “Best Sound” at the German Developer Awards 2017 for “Pillars of the Earth”.

## **FREELANCE SOUND DESIGNER & COMPOSER**

**April 2014 – present**

- Worked on several indie games with game development studios in South Africa and Europe.
- Involved in the local game-dev community and attended industry conferences both locally and overseas.
- Work in Educational/Serious games in South Africa.
- Field Recording around South Africa with 2 successfully released SFX bundles.
- Part time Audio lecturer at City Varsity, Cape Town

### Significant Achievements

- Music and Sound design for “Blazing Beaks”
- Music and Sound design for the indie game “Volantia”
- Music Composition for the isometric horror game “CAYNE”
- Sound Design for “Vukukenzele” – winner of the “Serious About Games” video game government grant.

## **EDUCATION**

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**Advanced Diploma in Sound Engineering, Production & Arrangement** • City Varsity • Cape Town • 2013

**IEB Matriculation** • German International School of Cape Town • South Africa • 2010

## **ADDITIONAL SKILLS**

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**After Effects** • Photoshop • **Video Editing** • Sound QA • **UX Design Certificate** • Gameful Learning Certificate • **Audio Lecturer** • Boomswinger • **FOH mixer** • Sound Engineer • **Production Sound Mixer** • Beatboxing

## **MISCELLANEOUS INFORMATION**

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**Languages:** Native Proficiency in German and English (Oral and Written) • French (Oral) • Afrikaans (Oral)

**Nationality:** German/Austrian

**Hobbies:** Skateboarding, Photography, Board games, Game Jams, Soccer, Squash