

# Mark G. Reis

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## Objective

Innovative Sound Designer with over 21 years game industry experience, seeking a position as part of a challenging, fast paced team to create truly extraordinary sound for AAA games.

## Experience

### **2006- Present      Vicious Cycle Software, Inc. Chapel Hill, NC**

#### **Senior Sound Designer**

- Responsible for creating, editing, and mixing all sounds for games on multiple platforms.
- Process all dialog and import assets into the Vicious Engine for use in game.
- Manage and prepare outsourced music assets for use in the Vicious Engine.

### **2003- 2006                  Sony Computer Entertainment America   San Diego, CA**

#### **Senior Sound Designer – Audio Post Group**

- Responsible for creating, editing, and mixing movie soundtracks for PS/2 titles.
- Occasionally responsible for creating soundtracks for marketing and Cinematics Group related movies, commercials, television specials, and presentations.
- Provide assistance on projects as required including creation of in-game assets, processing dialog, field recording, and assisting others with creation of assets.

### **2002-2003      Insomniac Games, Inc.                  Burbank, CA**

#### **Sound Designer**

- Responsible for creation and non-coded implementation of Sound Effects and Sound Banks on the PS/2 platform.
- Used Proprietary tools to integrate sounds and animations for in game use.
- Used Maya to add audio related assets for game levels - triggers and emitters for environmental audio.
- Responsible for editing and mixing movie soundtracks for PS/2 titles.

**2000-2001      Sound Werx Applied Technologies Wilmington, NC**

**Director of Operations**

- Responsible for daily production and technical operations in a Sound Studio.
- Responsible for resource allocation and project management.
- Developed, implemented, and administered an NT Server based network.
- Performed all duties required as a Sound Designer/Recording engineer.

**1993-2000                      MicroProse Software/ Hasbro Interactive    Hunt Valley, MD**

**Senior Sound Designer**

- Responsible for creation, recording, processing and mixing of all digital audio assets for movie soundtracks using a variety of PC and MAC based hardware and software, including field recording, synthesis, sound libraries and Foley techniques.
- Used Microsoft Office to provide appropriate documentation for projects and proposals.
- Used in house tools and assembly language to create FM sound drivers.

**Titles**

Published titles includes numerous award winning and Hall of Fame winners: -  
God of War, Ratchet and Clank, Civilization II Test of Time, European Air War, Falcon 4.0, Gun  
ship!, Magic: The Gathering, Civilization II + scenarios. See attached list.

**Formal Education**

1986    Lincoln Technical Institute    Catonsville, MD  
1984-1985 University of Maryland    Catonsville, MD

**Software Proficiency**

ProTools, Digital Performer, WaveConvert, Sound Forge, DirectX Plug-ins, Microsoft Office,  
proprietary audio tools (Sony Scream and Vicious Engine)

**Hardware Proficiency**

Responsible for care and maintenance of Macintosh Computers and Software and Audio Hardware (Basically the front line of IT support for Macs in the audio department)