

Michael K. Kim

Austin, TX

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PERSONAL

US Citizen; Fluent in Korean; Gamer; Photographer

OBJECTIVE/SUMMARY

Expertise in audio & video recording, music composition, and sound design & implementation for multimedia.

EDUCATION

- **Master of Music**, *Music Technology*, **New York University, New York**
- **Bachelor of Fine Arts**, *Performing Arts Technology*, **University of Michigan, Ann Arbor**

CERTIFICATION

- Audiokinetic Wwise 101: Fundamentals, Wwise 201: Interactive Music, Wwise 251: Performance Optimization, and Wwise 301: Wwise Unity Integration.

SKILLS

- Digital Audio Workstation (DAW): Pro Tools, Reaper, Nuendo, Studio One, and Pyramix
- Game engine: Unity
- Game audio middleware: Audiokinetic Wwise
- Basic scripting in C# language for Unity and Wwise integration
- Version control: GitHub, Plastic SCM, and Perforce
- Video editing software: Adobe Premiere

PROFESSIONAL EXPERIENCE

- **Audio Specialist**, Owlchemy Labs, April 2021 to Present
Audio Design and Implementation for Virtual Reality (VR) Games.
- **Contract Audio Designer**, Owlchemy Labs, August 2020 to March 2021
Audio Design and Implementation for Virtual Reality (VR) Games.
- **Contract Audio Designer**, Empire Technological Group, March 2020 to Present
Music and Sound Design for Casino Games.
- **Freelance Composer / Audio Designer**, 2008 to Present
Interactive Music Composition and Sound Design for Video Game, Film, and Multimedia
- **Part-Time Live Sound Engineer**, Mandoo Entertainment, Austin, TX, September 2018 to September 2019
Audio Operation for Live Music at H-Mart.
- **Part-Time Cooperative AV Technician**, Atomic Picnic, Austin, TX, April 2018 to July 2019
Setup / Teardown Audio and Video Equipment at Local Venues.
- **Audio Engineer Intern**, Roulette Intermedium, New York, January 2017 to June 2017
Audio and Video Operation for Live Performance
- **Soldier**, Republic of Korea (ROK) Military Band, South Korea, September 2013 to June 2015
Live Audio Operator and Flautist

MAJOR ACTIVITIES/ACCOMPLISHMENTS

- Online workshop: Introduction to Wwise at Sungkyul University, South Korea (December 2020) as an instructor.
- *Vacation Simulator DLC* by [Owlchemy Labs](#) (September 2020) as a voice over editor and sound designer.
- *Before Dawn* by [Francis Hon](#) (March 2018), *My Last Christmas in New York* by HK (December 2020) as a mixing engineer.
- [GlobalGameJam2018](#), [GlobalGameJam2019](#), and [GlobalGameJam2020](#) as an audio designer and integrator.
- [Ludum Dare 44](#) and [Ludum Dare 46](#) as an audio designer and integrator.
- [Aqua Lungers](#) by Warped Core Studio(August 2019) as a composer.
- [Space Merchant](#) (July 2019) by Retora Game Studios as a sound designer.