

# Stephen Orsak

Sound Design | Composition | Production

## MUSIC PRODUCTION

### *Freelance Record Production | 2003 - Present*

- Liquid Stereo Project - Second Nature | 2004
- Omari Kamau - Asymmetry | 2005
- Suzanna Choffel - Shudders and Rings | 2006
- Jade Day - Of waking... | 2007
- Silver Pines - Fort Walnut | 2007
- Jacob Jiles - Goodbye songs | 2008
- Infinite Partials - End of Begin | 2008
- Silver Pines - Forces | 2008
- Clay Nightingale - Self-titled | 2009
- Pure Ecstasy - Easy 7" | 2009
- Dana Falconberry - Halletts | 2009
- Raina Rose - When May Came | 2010

## GAME AUDIO DESIGN

### *OeFun | July 2009 - Aug 2009*

- Sound Designer - AIR ASSAULT
  - Sound design for an iPhone application
  - Remote environmental and voice recording
  - Mixing, mastering, and formatting of sound library

### *OeFun | Dec 2007 - Mar 2008*

- Composer and Sound Designer - RetroShooter
  - Composed tempo-independent music for Nintendo Wii
  - Creation of instrument banks and modular MIDI loops
  - Creation of real-time DSP presets within Nintendo Dev kit
  - Mixing, mastering, and formatting of sound library

### *Ion Storm | Mar 2004 - Jun 2004*

- Dialog Editor - Deus Ex: Invisible War
  - Editing of thousands of lines of character dialog
  - Processing of dialog using Adobe Audition scripts

## SOUND LIBRARY DESIGN

### *TASCAM | Dec 2005 - Jul 2008*

- Sound and Instrument Designer – TASCAM GigaStudio
  - Recording and editing of audio for sound libraries
  - Creation of complex, modeled MIDI Instruments
  - Recording, editing and preset creation for IR models (convolution)
  - Developer and consultant of 3rd Party VSTi sound libraries
- QA and Tech Support
  - Testing and Bug reporting for TASCAM software and hardware
  - Manager of GVI and GigaStudio BETA testing teams
  - Worked with engineers to expand features and improve UI

- Demoed products at several NAMM conventions
- Technical Writer
  - Authored release documentation for GVI 3.0 and GigaViolin
  - Authored various technical white papers
  - Updated user forums
- Graphic Designer
  - Creation of installers, logos, icons, buttons and splash-screens...

*Larry Seyer Digital | May 2002 - Dec 2004*

- Sound Designer and Composer - Acoustic Drum Library
  - Creation of MIDI loops and complex MIDI instruments
  - Editing/cataloging of over 10,000 sound samples
  - Location recording and editing of Room Models (IR's)
  - Authoring of drum library technical documentation
- Audio Engineer for studio projects
  - Creation of an in-house MIDI sound library (30+ synthesizers)
  - Mixing and recording engineer on music projects

*Swerve Pictures | Summer Internship 2001*

*Fire Station Recording Studio | Internship 1999 - 2000*

*Sound Arts Recording Studio | Summer Internship 1999*

## **EDUCATION**

Bachelor of Music | Sound Recording Technology  
Texas State University, 2002. Cum Laude

Associates Degree | Sound Recording Technology  
Houston Community College, 1998

## **CONTACT**

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