

Laine Fleszar – Sound Designer

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Projects

Soul of the Forest - PC

Lead Technical Sound Designer - WolverineSoft Studio
Engine - Unity
Middleware - Wwise

Cellosseum - PC September 7th 2023

Sound Designer - WolverineSoft Studio
Engine - Unity
Middleware - Wwise

Curse of the Corsair - PC April 18th 2023

Sound Designer - WolverineSoft Studio
Engine - Unity
Middleware - Wwise

Skills

Audio MiddleWare : Wwise

Visual Scripting: Max

Version Control: Git/BitBucket

Project Management: Jira/Confluence

VR Game Development: Oculus Integration

Game Development : Unity

Audio Systems Design: C#, Lua

Sound Design: Logic Pro, Reaper

Bug Tracking: Google Sheets, Microsoft Office

Experience

WolverineSoft Studio - January 2023 - Present

- Set up audio hooks on over 20 C# scripts, ensuring in game audio behaved as intended
- Created realistic diegetic sound for enhanced player immersion
- Utilized in-game data to process diegetic sound

The Henry Ford - April 2022 - Present

- Setup live event A/V technology in an organized and timely manner.
- Live mix and monitor high profile events and bands
- Perform Daily maintenance in world renowned , multi-million dollar facility
- Service systems running Lua Script

Corporate Live - May 2021 - August 2021

- Install and maintain large venue PA system
- Live mix and monitor grammy award winning artists
- Placed mics on solo instruments and groups, sometimes up to 35 mics per performance, routing signal through mixing boards for monitor and house mix.
- Implemented and troubleshoot an array of preamps and network routers

Education

University of Michigan – School of Music, Theatre and Dance
Bachelors, Performing Arts Technology

Ann Arbor, Michigan, USA
August, 2023