

AIDEN KALISZ

SOUND DESIGN & FOLEY ARTIST

CONTACT

 (231)750-1645

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 aidenkaliszsfx.com (Portfolio)

 3210 Lake Ridge Court
Muskegon, MI 49441

SKILLS

Unity/C#	GitHub Source Control
Adobe Audition	Strong Interpersonal Skills
Wwise Middleware	Outgoing Personality
Reaper	Optimistic Outlook
Foley	Russian Squat Kicking

EDUCATION/POSITIONS

MICHIGAN STATE UNIVERSITY

B.A. IN GAMES AND INTERACTIVE MEDIA

MINOR IN GAME DESIGN

2022-2026 GPA 4.0 - Board of Trustees Winner

NOTABLE COURSES

MI 491: Intro to Wwise
MUS 483: Composition
MUS 287: Introduction to Electronic and Computer Music
MI 445: Games Design and Development I
MI 455: Games Design and Development II
MI 497: Game Design Studio
MI 498: Collaborative Game Design

SPARTASOFT GAME DEV CLUB

Member - 2022 to 2026

E-Board PR Manager - 2024 to 2026

Managed announcements as well as public image of Spartasoft, MSU's Game Dev Club.

RECENT PROJECTS

Skybooter (Bungie Mentors, Unreal Engine)

May 2026

- Creation of all the SFX for the game using Foley and sample manipulation, excluding voice acting.
- Mixed SFX within Wwise to create more dynamic/fresh sounds.
- Utilized field recording for ambience.
- Worked with Bungie Mentors to further improve my craft.

Paint The Town Dead (Sony Santa Monica Mentors, Unity)

May 2026

- SFX were all done through Foley and synthesis.
- Integrated sounds using the Wwise Middleware.
- Learned Reaper and how to utilize it's capabilities.
- Composed/Implemented Dynamic Music.
- Worked with Sony Santa Monica, and in the process learned/practiced mixing layers in Wwise.

Bearly Baking (Unity)

January 2025

- Creation of SFX. Used Foley/sample manipulation for all assets.
- Utilized spatial audio and RTPC in Wwise to create a more complete soundscape.
- Fully created a dynamic dialogue system within Wwise.
- Won multiple awards from my cohort, including Best Adaptation of Theme, Most Entertaining, and Highest Innovation.

AWARDS & RECOGNITION

- *Sound Redesign Featured at MSU's annual Game Dev Showcase 2025*
- *Worked with Sony Santa Monica, Bungie, Rockstar, and Iron Galaxy Mentors*
- *Best Sound Design* – Spartasoft Game Jam 2022, 2023, 2024
- *Best Adaptation of Theme* – MI 455 Games & Development II, 2024
- *Best Aesthetics* – MI 455 Games & Development II, 2024
- *Most Entertaining* – MI 455 Games & Development II, 2024
- *Highest Innovation* – MI 455 Games & Development II, 2024