

# AIDEN KALISZ

## SOUND DESIGN & FOLEY ARTIST

### CONTACT

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### RECENT PROJECTS

#### Bearly Baking

December 2024

- Creation of all the SFX for the game using foley and sample manipulation, excluding voice acting.
- Implemented audio using Wwise, creating a full dialogue system as well as dynamic music/audio.
- Won best aesthetics, most fun, and most innovative in my cohort in the Game Design Minor.

#### Project Promotion

December 2025

- SFX were all done through foley and synthesis!
- Integrated sounds using the Wwise Middleware.
- Composed 12 original music tracks.
- Worked on a team of 8, learning how to work in a larger environment.

#### Corn!

October 2024

- Creation of SFX, music, and voice acting. Used foley/sample manipulation for all assets, including field work in my local woods for ambience and footsteps.
- Utilized spatial audio and RTCP in Wwise to create a more complete sound scape.
- Won best adaptation of theme in my cohort in the Game Design Minor.

### AWARDS & RECOGNITION

- *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
- *Sound Redesign* Featured at MSU's annual Game Dev Showcase 2025

References Available Upon Request

### EDUCATION / POSITIONS

#### MICHIGAN STATE UNIVERSITY

##### B.A. IN GAMES AND INTERACTIVE MEDIA

##### MINOR IN GAME DESIGN

2022-2026 GPA 4.0

#### 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.