

Marcus Bagshawe

+44 (0)7788 959998 | marcusbagshawe@gmail.com | Brighton

About

Over the last 4.5 years, I've been a key member of the audio team on Vampire: The Masquerade – Bloodlines 2. Joining the project during pre-production, I played a pivotal role in shaping the game's audio vision by defining a sonic identity and creating best practices for myself and the team. In the later stages of production, I owned and managed an increasing amount of the game's audio and worked as the sole sound designer for the final five months of development. Since then, I have continued working on two DLCs.

Demo Reel: <https://youtu.be/ZpAKDhBmiew?si=-s7cGgkcMHVDy1yN>

Software

Unreal Engine 5, Wwise, Jira, Perforce, Reaper, iZotope RX

Experience

2021 - Present

The Chinese Room - Junior (2021) Mid (2022) Senior Sound Designer (2025)

BAFTA Longlist Nomination for Audio Achievement

Speaker at Sumo Developer Conference: *Creating a Visceral Sonic Identity for Bloodlines 2*

- Owner of combat, weapons, abilities, haptics, UI, physics, traversal & locomotion
- Sound design and implementation in UE5 and Wwise
- Helped create bark dialogue system, using ink scripting
- Created loudness guidelines for team
- Created blueprint physics system including rag-doll physics audio
- Dynamic foley and modular character foley sysetm
- Sound design for cinematics (5.1)
- Music composition (DLC)

2019 - 2021

Freelance

Vaki Games Sound design for MOBA tower defense style multiplayer game.

Poly Fruit Studios Sound and music for mobile games developed in both Unity and Unreal Engine.

Moonlit Games Created and recorded satisfying foley and UI sounds for Model Builder game.

Divine Gaming Sound design for popular Minecraft mod Nightmare Craft.

Maze Theory, Doctor Who: Edge of Time Voice-over recording and sound design.

Education

2017 - 2020

University of Surrey

BMus (Hons) : Creative Music Technology (First Class Honours)