

Marcus Bagshawe

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

I'm a sound designer with a passion for games and interactive audio. The intersection of art and technology that I've encountered in this field inspires me to create immersive soundscapes and design innovative audio systems for games and other interactive experiences.

Over the past three years, I've been a key member of the audio team on Vampire: The Masquerade – Bloodlines 2. Since joining the project during pre-production, I've played a pivotal role in shaping the game's audio vision as we prepare to ship the game later this year.

You can hear me talk a bit about my contributions to the combat audio in this

Developer Diary: <https://youtu.be/VufkjtN6og0?si=SsPIE5vE0D6W4ssr>

Demo Reel: https://youtu.be/ml5_MgFQV84

Instagram: <https://www.instagram.com/marcusbagshaweaudio/>

Skills

- ⊕ **Audio software:** Reaper, Ableton Live, Logic Pro X, MAX MSP, Izotope RX.
- ⊕ **Technical:** UE5 Blueprints, physics audio systems, dynamic foley and modular character foley setup.
- ⊕ **Game development:** Experienced with Unreal Engine 5, Wwise and Unity.
- ⊕ **Sound design:** Strong ability in creative sound design, 5.1 mixing, haptics, interactive audio systems and dialogue implementation for combat barks.

Experience

2021 - Present

The Chinese Room - Sumo Digital

Sound design and implementation in Unreal Engine 5 and Wwise working on Vampire: The Masquerade - Bloodlines 2.

- Owner of combat and ability audio.
- Prototyped physics system including rag-doll physics audio.
- Sound design for cinematics (5.1).
- Recorded character foley for traversal and combat.

2021

Vaki Games

Sound design for upcoming MOBA tower defense style multiplayer game.

2021

Poly Fruit Studios

Created and implemented sound and music into mobile games developed in both Unity and Unreal Engine.

2021

Divine Gaming

Worked with developer Divine Gaming on the popular Minecraft mod *Nightmare Craft*.

2019

Doctor Who: Edge of Time, Maze Theory

Voice-over recording and sound design.

Education

2017 – 2020

University of Surrey

Course Representative for my year group

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

2015 – 2017

Shiplake College: Henley-on-Thames

Received a Music Scholarship, awarded Prefectship and Music Captain role

A Level : Economics (A), Mathematics (B), Media Studies (B)

BTEC : Music (Distinction*)

Rockschool : Electric Guitar (Grade 8 : Distinction)