# Mark Otim

Roswell, GA

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DEMO REEL: https://www.markotimsound.com/portfolio

# **Experience**

# Savannah College of Art and Design - Sound Design Visual Media Associate Savannah, GA May 2023 - Ongoing Contract

- Cleaned up Audio from on-set shoots
- Sound Design for Motion Media
- Music editing for advertisement and in university media
- Clean and dub voice-over from sound bytes and on-set shoots
- Sound Effects Editing

# Turn 10 Studios, FORZA MOTORSPORT 8 and FORZA HORIZON 5 - Audio Production Intern

Seattle, WA June 2022 - Sept 2022

- Forza Horizon 10-Year Anniversary Trailer(2022)- SFX Editor and Music editor
- Audi E-Tron Cinematic (2022) Music Editor
- Cleaned and mixed over 1300 audio assets (ambiance, crowds, cars, etc.)
- Designed and Edited media assets for AAA game cinematics

### Select work

•	Forza Motorsport 8 - Sound design (Media asset design)	-2022
•	Timeless - Sound Effects Editor, Dolby Atmos Mixer	-2023
•	The Sun is Bad (Animated) - Dolby Atmos Mixer	-2023
•	Goro Goro (Animated) - Mixer	-2023
•	Beneath the Badlands - Implementation, Asset design	-2022 to 2023
•	The Dead sea - Sound Supervisor, Sound Effects	-2022 to 2023
•	Dead Lie Buried - Mixing, Sound Effects, Foley	-2022
•	Maayanagiri - Sound effects, Foley, ADR Recordist	-2022
•	Zarbalatrax - ADR Recordist	-2022
•	Dead Mans Trail(Animated) - Sound designer	-2022

# **Education** 2019 - 2023

Savannah College of Art and Design - BFA. Sound Design

### **Awards and Certificates**

- Avid Certified Professional Pro Tools | Dolby Atmos AVID 04/2023 Present
- Avid Certified Operator Pro Tools | Post AVID 03/2023 Present
- Dante Level 1 Audinate 04/2023 Present

- Red Dot Award Overwatch 2 Re-design (2023)
- Rookie Award The Sun is Bad (2023)
- Student Short Jury Award for Artistic Excellence Maayanagiri (2022)
- Rookie Award Deadmans Trail (2022)
- Bloody Hats Festival Winner The Dead Sea 2023 (SFX Editing and Sound Supervision)
- Independent Horror Movie Awards Winner and nominated for Best Sound The Dead Sea 2023 (SFX Editing and Sound Supervision)

## **Software**

- Protools Ultimate
- Dolby Atmos
- Wwise
- Unreal Engine
- Izotope RX
- Kontakt (Native Instuments)
- Adobe audition
- Perforce
- Nexus
- Dante

#### Hardware

- Avid S6 Console
- Zoom Recorders
- Midi Keyboards
- Behringer x32

#### Skills

- Mixing in Dolby Atmos and Surround mixing for 5.1 and 7.1
- Sound Editing (Sound effects creation and mixing)
- ADR Recording
- Foley Performing, Recording, and Editing
- Blueprints for Unreal Engine
- Kontakt Instrument creation
- Sound design for AR and VR
- Teamwork and communication
- Problem-solving (Technical)
- Noise Reduction
- Leadership in teams
- Very proficient in Windows OS and proficient Mac OS