




# MIŁOSZ MALUNG

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 miloszmalung.net

## EDUCATION

### Sound Engineering – BA degree

Akademia Dziennikarstwa i  
Realizacji Dźwięku

10/2020 – 06/2023

### Diploma of graduation

I and II degree School Music

- Piano and music theory

09/2007 – 06/2019

## SKILLS

- Audio software: Reaper & Izotope RX
- Video editing software: DaVinci Resolve
- Sound design
- Game engine: Unity
- Basic C#
- Middlewares: FMOD and Wwise
- Mics and mic techniques
- VOs, vocals, instruments and foley recording
- Mixing and mastering VOs, podcasts and sound effects

## LANGUAGES

- Polish (Native)
- English (Fluent)

## SUMMARY

Audio-video producer with over five years of experience specializing in recording, editing and designing various types of audio-video materials. Self-taught video game audio engineer with coding skills. Worked with many actors, producers and clients. Motivated and meticulous, with a positive attitude, capable of working both independently and as part of a team.

## EXPERIENCE

### Sound Designer/Programmer

(multiple game jams)

- Designed SFX's and ambiences for different genres
- Implemented audio assets into Unity game using C# and middlewares
- <https://bubblegum-burrito.itch.io/>

### Podcast Producer

10/2023 – currently

New Eastern Europe (freelance)

- Editing remote recordings with multicam clips
- Creating SEO-optimized content
- Designing assets such as intros, lower-thirds, animations, etc.
- Creating shorts for YouTube
- Audio mixing and mastering
- Assistance with recording and setting up equipment
- Using software such as DaVinci Resolve, Reaper, and Izotope RX

### Voice Actor

04/2024 – 03/2026

TongueTwist (freelance)

- Recorded voice-overs for learning platforms and tutorials in polish
- Worked with VTT files
- Recorded and mastered audio with Reaper and Izotope RX

### Sound Engineer

07/2022 – 04/2025

Studio Saturator (Warsaw, Poland – on-site)

- Recording VOs, podcasts and audiobooks
- Editing and post-production using Reaper and Izotope RX
- Collaborating with voice actors, producers and clients

### Stagehand

05/2022 – 10/2022

Uplive (Warsaw, Poland)

- Worked with stage technicians to set up and calibrate lighting, microphones and recording equipment.
- Stored, loaded and unloaded set pieces and technical equipment for daily performances