

# LOGAN MAJSTOROVIC

## Junior Sound Designer

<https://www.loganmajstorovic.com/>

<https://www.youtube.com/channel/UCskyfawKAB95FhNYt6CcRIg>

Paris

+33 6 16 70 32 81

[logan.majstorovic@protonmail.com](mailto:logan.majstorovic@protonmail.com)

[linkedin.com/in/logan-majstorovic/](https://linkedin.com/in/logan-majstorovic/)

### Profile

Graduated from ISART Digital in Bachelor Music & Sound Design and looking for a Junior Sound Designer position in the video game industry. Very enthusiastic about the idea of improving my skills alongside a development team.

Good time management and lifestyle habits, as well as language skills and a genuine interest in teamwork are my main qualities.

In the last few years, I have acquired all the skills that make up the job of a Sound Designer, but I would like to specialize in the implementation of sounds and music via middlewares. Finding interactive implementation systems is a very interesting process for me.

### Technical skills

Softwares I work with include :

- Reaper
- Pro Tools
- Wwise
- Fmod
- Unity
- Unreal Engine
- Kontakt
- Visual Studio (C#)
- Source control softwares (Git, Perforce, Fork)
- Documents editing softwares (Excel, Word, Power Point, Affinity publisher, etc...)

### Relevant experience

#### Sound Designer & Composer - Yobiké Studio

Freelance missions for the independent game studio Yobiké. Complete sound creation and implementation on Unity via Fmod for the game Orpiment. Complete sound design and implementation on Unity for the game Papaye Bang Bang VR.

#### Sound Designer - Air Splitter

Graduation project, racing game developed on Unreal Engine 4. Within a team of 16 students, I dedicated myself to the sound creation and its implementation on Wwise, especially the interactive engine of the vehicle.

#### Sound Designer & Composer - YaoYao Lantern Catch

A student project of RPG game developed on Unreal Engine 4. I was in charge of the creation of the entire sound design and music. I also managed the mix and the implementation of the sounds on Fmod.

### Education

#### Bachelor Music & Sound Design - ISART Digital (Paris) 2019-2022

Sound Design, Composition, Recording, Mixing, Implementation.

#### Licence de Japonais - INALCO (Paris) 2015 - 2018

5 weeks linguistic internship in Kanazawa.

#### Bachelor in Chemistry - ENCPB (Paris) 2013-2014

First year of bachelor's degree course.  
2 months internship in Stockholm.

### Languages



Native



Professional proficiency



Advanced High

## Other employments

### **Video Mixer internship - Bande2Ciné Association** feb. 2021 - apr. 2021

For a Youtube channel dealing with movie topics, I was doing sound recording on the shootings, editing and mixing the audio tracks as well as mastering the episodes.

### **Perchman** 2021 - 2022

Sound recording on various shoots.

### **Sole trader** 2020 -2022

Creation of my micro-business to offer my services as Sound Designer and Composer to my clients.

### **Postman - La Poste** 2015 - 2021

I helped sort and deliver mail by bicycle in my hometown and surrounding communities.

### **Activity leader** 2014 - 2018

Working for preschools and elementary schools, I supervised the children during recess and lunch breaks.

With the toy library of my city and in partnership with nursery schools and youth and community centers, I supervised board game workshops to teach French and arithmetic to young children.

## Hobbies & Interests



I was raised with a passion for board and video games, as well as role playing games like Dungeons & Dragons.



I play violin, vocals, drums, guitar and piano. I also use synthesis in my compositions and sound design.



I cultivate a passion for Japan and its language. I had the chance to go to Kanazawa for five weeks, where I stayed with a host family.



I love solving problems and puzzles and during my training at ISART I developed an interest in programming and the power it holds.



I also practice climbing, parkour and swimming.