

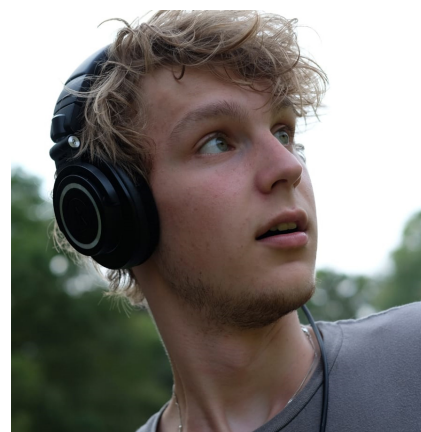


# Bart Kort

Curriculum Vitae

## Sound Designer

www.bartkort.nl  
bartkortaudio@gmail.com



### PROFESSIONAL WORK

#### The Great Escape

Actor, game supervisor and catering employee.

Escape room, allround employee

January - Current 2019

#### Sticky Studios

Rampage VR  
Shepard Fairey - Damaged  
Unannounced project  
Unannounced project

Sound Design Internship

Promotional game for the Warner Bros. movie Rampage.  
VR/AR virtual art exhibit.

February - June 2018

#### Freelance

Visser & Smit Hanab  
Viaa Architectural Animation  
Roblox Deathrun

Safety information animation video.

2018

Hoge School Viaa, Zwolle. Building plans animation video.

2017

Promotional level for Disney's Pirates of the Caribbean.

2017

### EDUCATION

#### Breda University of Applied Sciences

Defend Your Friend  
VR Raving Rabbids  
VR Assassins Creed  
Bolt Storm  
Audio Outsource Team

IGAD, Bachelor of Science; specialized in Sound Design

2014 - 2018

Asymmetrical co-op puzzle sidescroller.

2017

Ubisoft - Breda University educational collaboration. Not commercial.

2017

Ubisoft - Breda University educational collaboration. Not commercial.

Kuality Games dungeon crawler.

Setting up a team to create audio for all 3rd year games. Team and pipeline management.

Pair of Heroes  
Soul Knight  
Green Bubbles: Project Dive

Unreleased action platformer.

2016

Unreleased 3D platformer.

Client project, VR diving game based on real life locations.

Tale of Two  
Extreme Hamster Deathball

Unreleased parent & child co-op game.

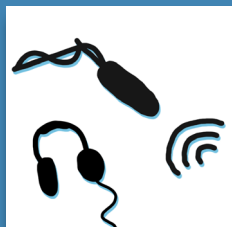
2015

Unreleased hamsterball arena deathmatch game for mobile devices.

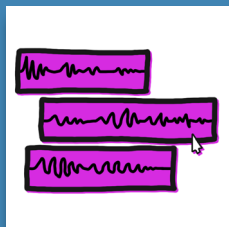
## AUDIO SKILLS



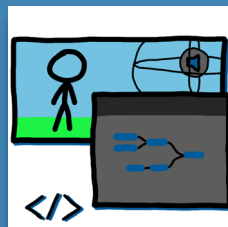
Sound Design



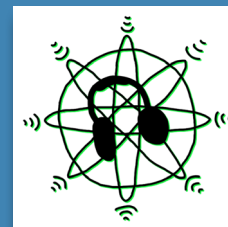
Recording



Audio Editing



Implementation



3D Audio

## SOFTWARE PROFICIENCIES

### DAWS



Reaper



Cubase



Ableton



Audacity

### GAME ENGINES



Unity 3D



Unreal Engine 4

### AUDIO MIDDLEWARE



FMOD Studio

### ADDITIONAL PROGRAMS



Photoshop



Premiere Pro



SourceTree



Perforce