

MARK DOEZÉ

Lead Audio Designer / Director

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PROFESSIONAL PROFILE

A visionary, multi-award-winning Lead Audio Designer and Director with over 20 years of elite studio pedigree spearheading sonic development for massive AAA interactive blockbusters, flagship legacy IPs, and cutting-edge VR/spatial hardware pipelines. Renowned for constructing exhaustive systemic frameworks, managing complex cross-department talent layers, and balancing technical engineering constraints with top-tier aesthetic impact. Experienced orchestrating strategic external studio partnerships and directing world-renowned voice acting talent.

CORE EXPERTISE & TECHNOLOGIES

- **Acoustic Architecture:** Spatial VR Audio Pipelines, Binaural Ambisonics, Adaptive Music Systems, Dynamic Ducking.
- **Leadership & Operations:** Studio Pipeline Supervision, External Vendor Management, Cross-Department Global Co-Productions.
- **Strategic R&D:** AI Audio Workflows (Suno, ElevenLabs integration), Mastering Quality Optimization, Venture Capital Technical Vetting.
- **Core Systems Stack:** Wwise, Unreal Engine, Unity, Nuendo, Pro Tools, Reaper.

EXECUTIVE PRODUCTION HISTORY

Lead Audio Designer / Director | Vertigo Games

2022 – 2026

- Spearheaded unified acoustic design implementation and end-to-end studio development pipelines for flagship immersive titles.
- Drove the comprehensive audio direction and team frameworks for **Metro Awakening**, securing **2024 VR Game of the Year honors (Steam Awards)**.
- Managed premier tier-1 vendor co-productions with world-class audio agencies, including **Formosa Interactive / Arrival**.
- Directed premium cinematic dialogue sessions and voice pipelines with legendary franchise talent, including **Steve Downes**, **Fryda Wolff**, and **Graham McTavish**.
- Oversaw spatial compliance frameworks, network spatialized VoIP configurations, and asset tracking loops for major flagship publisher properties, including **Metro Awakening**, **Star Trek: Bridge Crew VR**, and **Assassin's Creed Nexus VR**.

Senior Audio Architecture Consultant | Halo & Tomb Raider Pipelines (Unreleased/NDA)

Strategic AAA Milestones & Boardroom Proofs

- Retained by publishers to architecture foundational, interactive acoustic frameworks for unreleased vertical slices within the globally recognized Halo and Tomb Raider universes.
- Authored 100+ page technical brief specifications mapping real-time engine mix loops, complex terrain occlusion, and localized sound propagation systems.
- Successfully delivered playable sandbox proofs directly validating advanced 3D spatial tracking layers to executive boardrooms and investors.

Chief Operating Officer | Unreal Capital (unrealcapital.vc)

2022 – Present

- Translate deep interactive development pipeline expertise to scale business operations and systematically vet technical, audio-visual, and metaverse architecture viability for high-end GameFi and VR venture investments.

AI Audio Researcher & Specialist | Meta Contract Portfolio

2025 – 2026

- Mapped deployment thresholds and prompt-engineering protocols to safely and ethically bridge generative music applications (Suno, ElevenLabs) into professional, studio-grade mastering environments.

Lead Audio Designer / Director | Legacy Portfolio Highlights

- **HEX: Shards of Fate (Hex Entertainment):** Led sound design and systems architecture for a massive card collection MMO. Built non-fatiguing UI frameworks for millions of repeat actions and supervised full orchestral soundtrack tracking loops.
- **National Geographic Explore VR:** Engineered highly detailed physics foley structures (ice climbing mechanics, water paddling vectors) under rigorous brand scrutiny.
- **Collaborations:** Co-produced dynamic musical layouts and narrative-driven scores alongside renowned industry composers, including **Anne-Kathrin Dern** and **Gordy Haab**.

EDUCATION & CREDENTIALS

- Advanced Audio Engineering & Sound Design Masterclass Certifications.
- **Principal Technologies:** Expert in Wwise, Unreal Engine, and Nuendo.