

## MARC SCHAEFGEN

First sound design gig was Wing Commander, worked at Origin until fall '93. Went independent for a while with Midian, an Austin based game audio company. In summer of '95 took a job at Iguana Entertainment which latter became Acclaim Studios Austin. There I worked on the Turok series and a bunch of other titles. Left Acclaim in winter 2000 for Inevitable Entertainment, a startup formed by several ex-Acclaim folks. Was the audio director for Tribes Ariel Assault, The Hobbit, and Area 51. In the fall of 2004 Inevitable was bought by Midway and I was the Studio Audio Director, and oversaw the audio staff on two projects. After the fall of Midway - Austin, my fellow partners and I decided it was time to form our own company, and in early 2009, The Sound Department - Austin was born. We had an opportunity to work on some cool projects. I also had the time to focus more on musical endeavors and even managed and was house engineer for a boutique Austin studio. Eventually, I missed working closely with the dev team, so I decided to take a full-time gig with Blind Squirrel Games. The adventure continues...

Specialties: Sound design; audio direction / supervision; game audio systems design; management of creative talent; audio engineering