Beatrix Moersch

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EXPERIENCE

Lead Sound Designer
- **Museum of Symmetry** (VR game), Oct - Dec 2017)
- **Anamorphine** (video game), May 2015 - Jan 2018
- **Ordnance** (video game prototype), Dec 2016
- **Fear Itself** (short film), May - June 2014
- **Eye for an Eye** (short film), Jan-Mar 2014
- **Darkness Falls** (short film), Oct 2013
- **Rama Bolo** (short film), Sept 2013
- **The Serpent** (short film), Sept 2013

Sound Designer
- **Sweet Oil** (short film), Sept - Nov 2016
- **Livelock** (Video Game), Feb 2016
- **Ezquizofrenia** (short film), April 2015
- **Analógicos** (ad spot), June 2014

Foley Recordist
- **For Better of For Worse** (feature film) May 2014
- **Stone Forest** (trailer), June 2013
- **Lostopolis** (Short Animation), March 2013

SFX Editor
- **Ixcanul** (feature), Nov 2014
  - **Best Sound**, 2015 **Icaro Film Festival**
  - **Nomination: Best Sound**, 2015 Premios Fénix
- **Vibe Avenue Internship**, Fall 2015
  - Children of Zodiarcs (Cardboard Utopia)
- **High Waters** (short film), Sept-Oct 2012
- **Homesick** (short film), Nov-Dec 2012

Composer
- **Anamorphine** (video game), May 2015 - May 2017
- **Ordnance** (video game prototype), Dec 2016
- **Sweet Oil** (short film), Sept - Nov 2016
- **Ezquizofrenia** (short film), April 2015
  - Icaro Latin American Film Festival 2016
- **Project Sphinx** (mobile game), January 2015
- **DisChord** (mobile game), November 2014
- **Darkness Falls** (short film), Oct 2013

Dialog Editor/Recordist
- **NFB / Casa Rara** (Dialogue Editing)
  - **Museum of Symmetry** (VR Game), Oct - Dec 2017
- **Vibe Avenue**
  - **Kôna** (Video Game), Mar 2016
  - **Livelock** (Video Game), Feb 2016
  - **Stories: The Path of Destinies** (Video Game), Jan 2016
    - **Best Sound**, 2016 Montreal Indie Games Festival
    - Nominated: Best Audio, Canadian Video Game Awards
  - **Ultimate Chicken Horse** (Video Game), Dec 2015
- **Maple Syrup Sound** (Dialogue Editing)
  - **Sky Punks** (mobile game), Feb 2015

Game Audio Instructor
- **PluralSight** (E-Learning Company) Jan 2016 - Present
  - Game Audio Implementation Using Fmod
  - Wwise Game Audio Fundamentals

Teaching Assistant
- **Vancouver Film School** (Sound Design for Visual Media)
  - May 2013 - May 2014

EDUCATION

Vancouver Film School
Sound Design for Visual Media
April 2012 - April 2013

University of Regina
BFA, Film Production and Studies
September 2003 - April 2007

SKILLS

- Sound Effects
- Dialogue
- Ambiences
- Foley
- Composition

- Studio Recording
- Field Recording
- Audio Implementation
- Foley Recording and Walking

Software (DAWs and Implementation):
- Pro Tools (High Proficiency)
- Cubase
- Reaper
- Reason
- Wwise (High Proficiency)
- Fmod (High Proficiency)