

LASZLO TURBOK

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PERSONAL PROFILE

Creative Music Technology graduate specialising in music and post-production mixing, currently looking to transition into the professional audio industry. Following several years of focused study and independent project work, I am seeking an opportunity to bring my existing experience into a professional environment, contribute from the outset and continue developing alongside experienced practitioners.

CORE AUDIO SKILLS

Mixing & Production: Music and post-production mixing (stereo and surround), stem mixing, mastering, final delivery, recording, arrangement and production.

Post-Production: Dialogue editing, ADR, Foley, SFX, PFX, sound design, restoration and editorial preparation.

Interactive Audio: Wwise implementation in Unreal Engine and Unity, RTPCs, animation-driven audio and procedural audio.

Technical: Signal processing, synthesis, sampling, MIDI, audio routing, studio calibration and loudness management.

SOFTWARE

DAWs: Avid Pro Tools, Steinberg Nuendo/Cubase, Apple Logic Pro

Restoration & Editing: iZotope RX, Steinberg SpectraLayers, WaveLab Pro

Game Audio: Audiokinetic Wwise, Unreal Engine, Unity

Sound & Music: Native Instruments Kontakt, Cycling '74 Max, Pure Data

AUDIO EXPERIENCE

Supervising Sound Editor & Re-recording Mixer | Akimbo / Money for Fish | 2024

Worked on live-action and animated short films, overseeing sound editorial and final mixing. Supervised sound designers and editors, collaborated with directors on the overall sonic approach, and prepared and delivered 5.1 surround mixes in Pro Tools.

Producer, Recording & Mixing Engineer | Acid Empire | 2022–2026

Produced, recorded and mixed **Acid Empire's Feast LP (2022)** and **Praise EP (2026)**. Managed multi-track recording sessions from microphone setup through editing and final mixing, working closely with the band to develop mixes with clarity, depth, dynamics and impact while retaining their intended character.

Freelance & Independent Audio Production

- **Film & Post:** Dialogue editing and restoration, Foley, PFX and SFX editing and processing for film and other linear media.
- **Sound Design:** Original sound design and redesign for film, animation and video game projects through independent, academic and portfolio work.
- **Game Audio:** Interactive audio implementation using **Wwise, Unreal Engine and Unity**, including parameter-driven and animation-based sound behaviour.
- **Music & Production:** Independent music production, recording, mixing, composition, synthesis and sampling across a range of styles.

EDUCATION & QUALIFICATIONS

MFA Sound Production for Film and Video Games | ThinkSpace Education | Part-time / Ongoing

BA (Hons) Creative Music Technology (Games & Interactive Media) | Bath Spa University | 2020 - 2023 | First-Class Honours

Modules included: Audio Post Production for Moving Image, Commercial Games, Experimental Audio Processing, Interactive and Procedural Audio, Hyper Production Techniques

Access to HE Diploma - Creative Music Technology & Production | dBs Institute, Bristol | 2019 - 2020 | Distinction

OTHER EMPLOYMENT

Collections Driver | Royal Mail, Bristol | 2021–Present

Independent, time-sensitive collections work involving customer communication, route planning and adapting to changing operational requirements.

Goods Out Systems Administrator | DHL Supply Chain Ltd, Bristol | 2018–2020

Managed outbound logistics for a major distribution centre servicing almost 200 retail stores, including order planning, reporting and operational coordination.

Earlier Employment: Client Manager, Minicopy.hu Bt., Budapest (2016–2018); Administrator & Courier, Bajcsy-Zsilinszky Hospital, Budapest (2013–2016).

ADDITIONAL INFORMATION

Academic Awards: Talbot House Trust Award, Bath Spa University — awarded for outstanding academic performance.

Languages: English and Hungarian - fluent

Other: Full, clean driving licence; own vehicle

PERSONAL INTERESTS

Travelling and exploring different cultures; storytelling through books, films and video games; music events; chess and hobby electronics.