



Advertising Work

Microsoft Edge Q4 Retargeting Ad Campaign | Spring 2023

Roles: Ad conceptualization, copywriting, storyboarding, graphic design.

https://drive.google.com/drive/folders/14nZdDSweSK2k6Vg8UunpSEry0w6k_ENc?usp=share_link

Microsoft Edge Awareness Ad Campaign | Fall 2022 - Winter 2023

Roles: Ad conceptualization, copywriting, storyboarding, graphic design, music supervision, sound design, and voiceover. Rich media and documentation:

https://drive.google.com/drive/folders/1-scH5UM8T5phFwJkFprzkUxJFhtrxFnc?usp=share_link

2022 Microsoft Edge Sizzle Reel

Role: Sound Design - Stock music selected by Microsoft. All foley and musical effects recorded locally and/or generated digitally with synthesizers.

<https://www.youtube.com/watch?v=4SrLawfVROk>

Microsoft Edge Awareness Ad Campaign | Spring 2022

Roles: Ad conceptualization, copywriting, storyboarding, graphic design, music supervision, sound design, and voiceover. Rich media and documentation:

https://drive.google.com/drive/folders/1RquMPYgeSftrgrqjoLSZsSIhlw5zj70g?usp=share_link

Production Sound Mixing

Production Sound Mixing portfolio and gear list on **ProductionHub**:

<https://www.productionhub.com/profiles/details/362563>

Select Portfolio Examples:

LG Presents: The Rivalries EP6 "The Dutchman Shoes" (2022)

The 6th episode in the LG + Shoot To Kill NYC produced, "The Rivalries," documentary series, exclusively streaming on *LG Channels*. Watch the Union College Dutchmen go head-to-head with the RPI Engineers. The two NCAA D3 perennial powerhouses fight for the annual ownership of the Dutchman's Shoes trophy. It's the oldest rivalry in New York state.

Roles: Location sound

Watch: <https://vimeo.com/786004924/941f71b9aa>

WellNow Provider Interviews (2022)

Corporate interviews recorded on location for WellNow and Impact Communications, Inc. in Vestal, NY.

Listen: <https://youtu.be/sC7J0WlItX8>

"The Cookbook" (2022)

A New York State grant-funded short film about an estranged son who returns home after his father's debilitating stroke and is torn between taking over his father's restaurant or pursuing his own dreams. I was hired by Chavata Productions to capture production audio on set for the short. Later, I was also hired to complete the post-production audio – dialogue clean up, foley, and final audio master.

Watch: https://drive.google.com/file/d/1gsafo6l5v2lt-M_OTrkg6y0BTXvrxoRF/view?usp=sharing

IMDB: <https://m.imdb.com/title/tt21051724/>

"Creeping Death" (2021)

An Indiegogo-backed, feature-length film based on the mythology and lore of Halloween, produced by Samfear Productions – currently in post-production. Samfear hired me to capture production audio. Listen to mastered audio samples and learn more about the production via the links below.

Audio Samples:

<https://drive.google.com/drive/folders/1ILbRMg64lqFcGCOEisZTMQMhHE-WUPx-?usp=sharing>

IMDB: <https://www.imdb.com/title/tt15239014/>

Voiceover Work

Forum Groningen's *Disney: Telling Timeless Stories* (2023)

In the Spring of 2023, I was commissioned by *FineTune Audio* to voice nineteen historical excerpts for Forum Groningen's upcoming exhibit, *Disney: Telling Timeless Stories*, featuring previously unreleased animation cells from Disney's classic animated films, commissioned by the Walt Disney Animation Studios. You can listen to an audio excerpt from the exhibit via the link below which discusses the history of Pinocchio (1940) with reference to an unreleased animation cell from the original animator, Oliver Martin "Ollie" Johnston. The exhibit is open to the public at Forum Groningen (<https://forum.nl/en/whats-on/disney-telling-timeless-stories>), located at Nieuwe Markt 1, 9712 KN Groningen, and will run from April 22nd to September 10th, 2023.

Excerpt: <https://www.youtube.com/watch?v=NvAZMLs0Ong>

The Art of DC: The Dawn of Superheroes (2022)

A 20-segment history of DC Comics featured in a dedicated exhibit at the Art Ludique Le Musée in Paris. Listen to the Superman excerpt from this exhibit below:

https://www.youtube.com/watch?time_continue=27&v=BANcXUZ7k90&feature=emb_title

Other Examples

Many other examples of my voiceover work available via link below:

<https://jimkulakowski.com/voiceover/>

Post-production Sound Design

Various examples of post sound and production for podcasts, advertisements, videos games, cartoons and more available at:

<https://jimkulakowski.com/portfolio/>

Fun Video / Sound Projects

A Girl Named Charlie

During the height of the pandemic, when cities were shut down, I produced a series of short films centered around my pug, Charlie. This is the first video I produced. My wife and I wrote the script together, I filmed it, and I directed her in performing the voiceover as the voice of Charlie (she had no prior experience. It was a blast).

<https://www.youtube.com/watch?v=SSkSMLYtiog>

HeartPiece

I'm also a musician and a huge fan of the "Future Bass" sound. In 2020, I came up with an idea to release a series of singles under the alias, HeartPiece – a reference to Zelda, one of my favorite Nintendo franchises. Along with the music, I sketched out cover ideas and hired a talented Pokemon/Fekemon artist to illustrate the covers in a Pokemon style. With the art, I created animated videos to accompany the energetic music.

In all, I released eight singles. Below are some favorites:

Acorn: <https://www.youtube.com/watch?v=jNz7wmtsBG0>

Summer Love: <https://www.youtube.com/watch?v=ANs4TKL4qUg>

Notable Web UI Design + Development Projects

"Ryan's World" Website

Ryan's World company approached my company, Plunk Inc (<https://plunk-inc.com/>) in 2019 to design and build their new website. I had a meeting with the owner, Shion, and led a discovery process to itemize his requirements for the new site. With a concept in mind, I wrote this proposal:

https://www.dropbox.com/s/zz4mcufhun5tiry/plunk-inc_ryans_world-web_design_and_development_proposal_11-04-2019.pdf?dl=0.

After we signed a contract to produce the work, I designed the following UX/UI prototype with Sketch:

<https://www.sketch.com/s/42c8431e-70c9-48f6-bed5-41c7dd27b61f/a/vnKP21/play>.

Finally, I built a custom website with Wordpress that I still maintain to this day: <https://ryans.world/>.

"Mad Moose Designs" Website

Mad Moose Designs is a local, custom print shop located here, in Upstate NY. In the fall of 2020, I met them through a mutual friend and we hit it off immediately. I analyzed their existing website and wrote a detailed, constructive critique that offered ideas on how to improve the usability and search engine optimization on their site. They hired me to design and build a new website shortly after.

With a clear vision from the client, I hired a contract UX/UI designer to design the Home and About pages. After a couple of iterations, we had a solid direction. Using the designer's Figma project, I was able to extend the design into a fully fledged UX/UI prototype with around 10 pages of content. You can review that prototype here:

<https://www.figma.com/proto/eFtqi6NmZSDoaVgY4dnGFD/Mad-Moose-Designs?node-id=1%3A2&starting-point-node-id=1%3A2>.

With the approved design, I was able to build a custom Wordpress site for them which is active, here:

<https://thatmadmoose.com/>.

Fun Programming Projects

Bojacks or Better

A 5-card video poker machine emulation that I produced after my dad and I had a discussion about the odds of winning on video poker machines he plays at the casino. With my curiosity, I built a fully functional poker video poker game and named it after my father's childhood nickname, "Bojack."

<https://jimkulakowski.com/dev/bojacks-or-better/>

Castlevania Sandbox

I have always loved playing the old Castlevania games for Nintendo. My friends and I try to replay the "Simon's Quest" every halloween. I also have a fascination with game development and spent a few days spinning up a recreated sandbox environment in Unity, based on the feel and artwork of the first Castlevania game.

<https://jimkulakowski.com/dev/castlevania-sandbox-unity/>

Controls: **Move:** Arrow Keys | **Jump:** Z | **Attack:** X

Jammed

A Mega Man style retro-runner I produced in 2018 under contract. The game was used as an "easter egg" in a larger, audio based Dapp (decentralized blockchain application). A certain action, or combination of events, triggered this game to suddenly pop up and gave the dapp's user a chance to play.

<https://jimkulakowski.com/dev/jammed-game/>

Controls: **Move:** Arrow Keys | **Jump:** Z | **Attack:** X

*Click on the main character in the beginning to launch the game.

Other Fun Programming Projects

<https://jimkulakowski.com/dev/>

Other References

<https://jimkulakowski.com/> – Music and Audio Work

<https://plunk-inc.com/> – Web Design Company

<https://heartpiece.one/> – HeartPiece Music Project

<https://tinyurl.com/jk-art-samples> - Various Graphic Design Samples

<https://www.linkedin.com/in/jkulakowski/> – LinkedIn Profile