



Michael has often referred to dialogue as one of the only “real” assets in a game; a naturally occurring bridge between the real and the digitally generated worlds. This organic connection point creates a powerful bond between the player and game.

With over 20 years of experience as a voice director and dialogue lead specializing exclusively in video games, Michael’s focus on strengthening that bridge between the audience and the creative vision of the development team has led to some of the most incredibly connected performances in games.

## CONTACT

PHONE:  
+1 347 446 9755

EMAIL:  
mcsurics@brightskull.com

LOCATION  
Los Angeles, California, USA

LINKEDIN  
linkedin.com/in/mcsurics

## SPEAKING

*Highlights:*  
GDC2015 – [VO Session Live pt2!](#)  
(#1 rated talk of the main conference)  
GDC2015 – [Dialogue 101](#)  
GDC2017 – [Tacoma, Experimental VO](#)

# MICHAEL CSURICS

VOICE DIRECTOR & DIALOGUE LEAD

## STANDOUT PROJECTS AS CASTING & VOICE DIRECTOR

---

*(longer list on next page)*

### **Bioshock 2**

BAFTA Best Action Game\*, Best Story\*, GANG Best Dialogue\*

### **Harry Potter: Magic Awakened**

GANG Best Audio - Casual/Social Game\*, SOVAS Best Voice Over\*\*, Best Ensemble\*\*

### **Bugsnax**

GANG Best Nonhuman Voice\*\*, Best Ensemble\*, Best Dialogue Indie\*, NAVGTR Best Lead Performance in Comedy (x3)\*, Best Supporting Performance in Comedy\*

### **TACOMA**

BAFTA Best Narrative\*, GOLDEN JOYSTICK Best Indie\*, Best Audio\*, Best Story\*, Game of the Year\*, SOVAS Best Voice Over\*,

## WORK EXPERIENCE

---

### **The Brightskull Entertainment Group**

2014 - Present

As Founder & CEO I am responsible for: establishing vision and growth strategy, securing partnerships with new clients, coaching and mentoring key staff, and overseeing interdepartmental logistics.

As Dialogue Lead I am responsible for: ensuring the quality of all delivered assets, establishing and training staff on systems & processes, and casting and directing on key projects.

### **2K Marin**

2009 - 2012

As the Dialogue Lead I created and managed the dialogue department. I identified positions and hired an in-house dialogue team as well as sourced and managed our partnerships with outside vendors. I worked directly with creative directors, gameplay directors, audio directors, and the writing team to cocreate and execute the VO vision.

More titles for Michael as Casting & Voice Director. A full list could be compiled, but would be too lengthy for this document

Title	Publisher/Studio
Alone In The Dark	Pieces Interactive/THQ-Nordic
Anki Overdrive	Anki
Anki Overdrive Supertrucks	Anki
Anki Overdrive: Fast and the Furious	Anki
Apocalypse Alliance / 天启联盟	Netease Games
Asterigos: Lost City	Acme/Tiny Build
Bioshock 2	2K Marin/2K Games
Bioshock 2: Minervas Den	2K Marin/2K Games
Bugsnax	Young Horses/Sony
Bugsnax: Isle of Bigsnax	Young Horses/Sony
Crusaders of Light (aka Land of Glory) / 光明大陆	Netease Games
Crystal of Atlan / /晶核	Nuverse/Bytedance
Elex 2	Pihanna Bytes/THQ-Nordic
Etherium	Tindalos Interactive/Focus Home Interactive
Etherium	Focus Home/Tindalos
EVE: Echoes	Netease Games
Fury and Valor	Gaea Mobile/Gaea Mobile
Harry Potter: Magic Awakened	Netease Games
Infinity Nikki	Papergames
Just Cause 4	Avalanche/Square
King of Kings/World of Kings / 万王之王 3D	ZLOONG/Archosaur
Lord of the Rings: Rise to War	Netease Games
Marvel Rivals	Netease Games/Marvel
Marvel Super War	Netease Games/Marvel
Masquerada: Songs and Shadows	Witching Hour/Ysbryd
Onmyoji Arena / 決戰！平安京	Netease Games
Ozobot - OzoBlockly	Ozobot
Ozobot - Ozolaunch	Ozobot
Shiness: The Lightning Kingdom	Enigami/Focus Home Interactive
Six Days in Falljuah	Highwire/Victura
Smite: Avatar the Last Airbender DLC	Hirez/Nickelodeon
Smite: Teenage Mutant Ninja Turtles DLC	Hirez/Nickelodeon
Space Run	PassTech Games/Focus Home Interactive
Space Run: Galaxy	PassTech Games/Focus Home Interactive
Storm Arena / 反斗海战	Netease
Super Mecha Champions / 超機動聯盟	Netease Games
Tacoma	Fullbright
The Racing Master / 巅峰极速	Netease Games
The Vanishing of Ethan Carter	The Astronauts
XCOM: The Bureau	2K Marin/2K Games