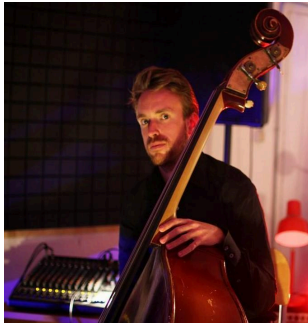




A professional **sound designer and composer** looking for a job in a professional and creative game development team where I can achieve professional goals and tangible results in the sphere of **game audio**.

Over 5-year experience in music **production sound design, mixing, music composition, arrangement, orchestration**. Creator of music for a commercial Hollywood trailer library collaborating with major labels like 5 Alarm Music and BMG production music, SPM music group. My trailer music and sound design rotation on Netflix, Amazon, RTL tv, CBS Sports etc.

Contacts

Aleksei Simonov

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Phone: +35795159533

Telegram: <https://t.me/alexsimons>

Gmail: alexsimonsmusic@gmail.com

Discord: AlexSimonov#5805

Responsibilities

- Sound direction, sound production of the project
- Sound effects for arenas, movements, magic, abilities, atmosphere, and UI
- Implementation of Wwise sound system in Unreal Engine 5, building and debugging all the processes associated with working with audio
- Music composing
- Maintaining audio documentation (Jira, Confluence) and building audio development pipelines
- Sound design and implementation of voiceovers

Career

My work covers the complete cycle of creating and managing audio content:

- search and engagement of performers (composers, dubbing actors, sound designers, and sound engineers of outsourced studios)
- creation of a unique sound design, music, atmosphere of games, field recording of sounds

- development and implementation of Wwise and FMOD sound systems in the Unreal and Unity engines: debugging, post-production, and testing of the project's audio system using an audio profiler and a game engine
- preparation of technical specifications, setting sound tasks for programmers and testers, and regular interaction with them throughout the entire cycle of the project
- participation in developing the concept of promotional and creative videos and the creation of advertising audio content.

Skills

- I work in any DAW and Middleware (Wwise, FMOD).
- I understand Unreal Engine 4/5
- I understand Unity
- I understand Unreal Blueprints and C # at the level of reading code and creating simple commands.
- I use version control systems (Sourcetree, Fork, Git, Plastic SCM)
- I use Jira, Confluence, Notion, Trello, Slack, etc.

Languages

English: Upper Intermediate (B2)

Russian: Native speaker

Education

Gnesin Music Academy: Double bass player, conductor, arranger

Balakirev Music College: Double bass player, conductor

Nizhny Novgorod State Glinka Conservatoire: Piano technician

Courses

Sound engineering courses from Ilya Lukashev (Manizha, Therr Maitz)

WWISE: 101, 201

Unity: Skillbox Your first Unity game: from idea to finished project

Trailer music library courses by Iros Young (Composer in [GLORY OATH + BLOOD](#) ,[dos brains](#), [Empire of Excellence](#))

Location

Cyprus

My professional experience and projects

Apella Games April 2022-Current time

Rite Of Titans:

Genre: F2P third person hero-centric 3v3 sport action

Role: Lead and Technical Sound Designer/ Music Composer

Platform: PC

Engine: Unreal Engine 5

Middleware: Wwise

Steam Link: https://store.steampowered.com/app/1487710/Rite_of_Titans/

Sound Design Example:

<https://www.youtube.com/playlist?list=PLw3ld-w8Wquql8GH-epaR28f2oq21-dWu>

Music Reel: <https://on.soundcloud.com/MX9vx>

Unannounced survival shooter

Genre: F2P third person shooter

Role: Technical Sound Designer/ Voice over and weapon sound designer

Platform: PC

Engine: Unreal Engine 5

Middleware: Wwise

Mack Innovations software 2020-2022

Voiders:

Genre: F2P first-person shooter

Role: Sound Designer/ Music Composer

Platform: Android, IOS

Engine: Unity 3d

Middleware: Wwise and FMOD for a side project

Link: <https://voiders.gg/>

Audio reel:

SFX Reel: <https://on.soundcloud.com/oAtBk>

Gameplay Teaser: https://twitter.com/voiders_world/status/1663608551758020612

Music Voiders: <https://on.soundcloud.com/ULfyF>

Music Gladiators: <https://on.soundcloud.com/yfELh>

QMOBI 2020-2022

Genre: Casual (Hidden Objects, Tile-matching, Hostess Club Simulator)

Role: Sound Producer/ Music Composer/Music Supervisor/ Sound Designer/

Platform: Mobile

Engine: Unity 3D

Middleware: FMOD

Link

FOXY GO: https://play.google.com/store/apps/details?id=co.dsgames.dicemaster&hl=en_US

Trailer Library Music Portfolio

December 2019-Current time

Compose music and sound design for [SPM music group](#) sub-labels [Jolt trailer](#) and [Frontier trailer music](#), and trailer house [Phantom Power](#)

My trailer music playlist : <https://on.soundcloud.com/YBvfeDjLALsiF5tSA>

Sci-Fi Horror trailer music : <https://on.soundcloud.com/BPy6U4kiKFA7fdp69>

My trailer music is used in different TV shows on Netflix, Amazon Prime, RTL etc (Miracle Workers, Top Gear, Drive Hard: The Maloof Way, UEFA Champions League Today, The Voice of Germany)  BMI and Tunesat proofs

Gameplay: <https://drive.google.com/file/d/1O0XujRRqx6U7VvSSzLGvDW711eDVeRbF/view>

Yamaha music Russia Aug 2017 - Dec 2019

Synthesizer and digital piano specialist/Piano Technician

Piano Technician freelance Sep 2011 - Dec 2019

Tune and maintain the piano and grand piano in music schools and concert halls.