

Sanityzer

Composing and Game Audio CV 2025

Key Projects:

Spire of Slime, Yonder (Houtamelo | Adventure Game)

- Created adaptive music using random step sequencing in Wwise.
- Produced and implemented dozens of SFX using the Godot engine.
- Active collaboration since 2023.

(To be released on Steam) <https://houtamelo.itch.io/spire-of-slime/>

Houtamelo, company owner:

"Sanityzer has been an invaluable asset to our team throughout our current project, in which he has been producing high quality audio in a timely manner.

One of Sanityzer's standout strengths is his motivation and independence, he was able to quickly grasp Godot and our Version-Control-System's concepts, which ensured his seamless integration into our workflows.

His knowledge of Wwise has proven to be crucial for implementing audio with precision. Despite the project still being in development, he has already ensured that our audio systems are running smoothly and dynamically adapt to the player's actions in real-time.

We're looking forward to continuing this collaboration and can't wait to see how the final audio experience will come together."

Vae Victis – Khan (Doorknob22 | Visual Novel, Steam)

- Lead Composer for a large-scale mature-themed visual novel.

- Composed over 110 original music tracks across 14+ unique areas (plus general game soundtracks).
- Ongoing collaboration from 2022 to present.

<https://steamcommunity.com/app/2540230/>

Doorknob22, company owner:

"Working with Sanityzer was a game-changer for my game. His expertise in sound design and passion for music composition elevated my game to a new level. He has an incredible ability to understand the different fantasy cultures and unique characters in the game and then create unique themes that perfectly match and even elaborate on the emotional tone of my narrative.

Sanityzer was not only responsive and professional throughout the process but also brought creative ideas that enhanced my vision, and in some cases his music even made me understand some characters better. I highly recommend him to anyone looking for a talented audio lead who truly understands the intricacies of game audio."

Her Last Piece (SpiceMerchantsGames | Visual Novel)

- Composer and Sound Designer for a dark romance visual novel.
- Delivered 40+ music tracks and 100+ sound effects (plus general game soundtracks).
- Ongoing project since 2023.

https://store.steampowered.com/app/3042250/Her_Last_Piece/

Auxiliaryout:

"Earnest, communicative, and kind, Sanityzer is exactly the kind of person you want to work with. Rarely do you find someone who wants to learn; rarer still is it to find someone who wants to give.

Those two qualities alone make him a great candidate for any project! Working with Sanityzer is not just a professional experience but a pleasure."