



# Roman Fedotovskiy

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## OBJECTIVE

Sound Producer / Sound Designer / Mixing Engineer

## SUMMARY

Nine years of sound production experience, with a broad range of sound in games. Strong background in working with game engines and sound middleware (Unity, UE4, FMOD, Wwise).

## EXPERIENCE

### Project Studio "JAHBOON"

**May 2016 — Mar 2017**

Sound Designer / Mixing Engineer

One of the founders of the studio. Created a soundtrack for the short film "Sound Designer".

Created unique sound special effects (recording, synthesis, processing, etc.).

Developed the style of audio design of the customer based on data on the field of activity and the target audience.

### Freelance

**Jan 2015 — Present**

Sound Designer / Sound Producer / Mixing Engineer

Created sound effects and detailed implementation (special effects, noises, sounding special events, characters and mechanisms).

Created and integrated various logical and dynamic sound behavior systems, for its close connection with the game process.

Designed sound for more than 50 game projects.

Cooperated with such companies as:

Alawar - audio director / sound designer of the projects: "I'm Not a Monster" and "Dreamland Solitaire", also created a part of the sound for the projects: "The Lord of the weather. Final exams", "Viking Brothers 3"

Vito Technologies - created a sound for the project "StarWalk Kids 2"

Next2Play – audio director / sound designer of the project "Midnight Sun"

Backyard Team - audio director / sound designer of the project "Lost In Bardo"

Okay Studios - audio director / sound designer of the project "Liberator TD"

### Mystery Tag

**Jan 2014 — Jan 2015**

Sound Designer

Performed all the work with sound at all stages of work on projects.

Designed overall soundscapes of games.

Created sound for 3 major game projects: "Blue Tear", "Riddles Of The Past", "Sacred Almanac: Traces Of Greed".

### Electro Live Project "VITAMIN"

**2012 — 2014**

Sound Producer / Sound Designer / Mixing Engineer

Created more than 30 musical phonograms for the project "VITAMIN", consisting of own-created sound material.

Designed interactive and linear sound effects.

## **Tecthonical Illumination**

**2009 — 2012**

Sound Producer / Composer

Organized and managed a self-titled team that successfully recorded and released two records ("First" 2009, "Time Of Happiness And Sadness" 2012) with my music in the genre trip-hop / experimental / rock.

## **EDUCATION**

### **Musician / Educator**

**Sep 2005 — Jun 2010**

Novosibirsk College of Music

Bachelor's degree student

## **PROFESSIONAL SKILLS**

- Experience with recording and mixing software (Adobe Audition, Sony Sound Forge, Ableton Live, Studio One, Pro Tools, Digital Performer etc.)
- Experience with game and sound engines Unity 3D, Unreal Engine, Wwise, FMOD
- Skills of working with Pure Data and Max / MSP
- Experience with Version Control System (SVN/Git)
- Basic knowledge of programming necessary for writing scripts in Unity 3D and UE4
- Skills of working with sound recording equipment: sound interfaces, portable recorders, microphones, etc.
- Experience in field recording - recording of the sound environment and individual sounds on open air
- Understanding the logic and principles of programming
- Easily solve technical problems
- Keep up-to-date with changes in the industry
- Speaking in public

## **PERSONAL CHARACTERISTICS**

- A quick learner
- Dedicated
- Dependable
- Detail-oriented
- Hardworking
- Have good communication skills
- Keep deadlines successfully
- Optimistic
- Patient
- A team player
- Work independently with little or no supervision
- Well-organized

## **ADDITIONAL INFORMATION**

- Valid international passport
- Available for relocation
- Speaker at GamedevCityFest 2017, DevGAMM 2017 Moscow, GamedevWeekend 2017, DevGAMM 2018 Minsk
- Winner at Telegram Sound Contest

I can play several musical instruments. Have extensive experience in creating music and making sound for various media projects. Have the necessary equipment for full-fledged work.

## REFERENCES

References available upon request.