



Roman Fedotovskiy

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OBJECTIVE

Sound Producer / Sound Designer / Mixing Engineer

SUMMARY

Over ten 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).

WORK EXPERIENCE

Playrix

Mar 2019 — Present

Sound Producer, Technical Sound Producer

- Sound and music production.
- Quality control and timing of the development of the sound on the projects Fishdom, Homescapes.
- Leading a team of sound designers and composers, setting goals and optimizing teamwork.
- Implementation, setting up sound and music on projects.
- Consultation of technical specialists working with audio.
- Solving technical issues and developing automated solutions for routine tasks related to sound.

Eagance Inc.

May 2017 — Jan 2018

Sound Producer / Sound Designer / Mixing Engineer

- Performing all the work with sound at all stages of work on the demo version of the MMORPG project "The Flower of Knighthood".
- Controlling the recording of foley effects in the studio.
- Making field recordings of sound environment.
- Independently implementing the sound in the project (FMOD + UE4).
- Editing field and studio recordings.
- Created over 100 dynamic and static sound effects.

Project Studio "JAHBOON"

May 2016 — Mar 2017

Sound Designer / Mixing Engineer

- One of the founders of the studio.
- Creating unique sound special effects (recording, synthesis, processing, etc.).
- Developing the style of audio design of the customer based on data on the field of activity and the target audience.
- Created a soundtrack for the short film "Sound Designer".

Freelance

Jan 2015 — Mar 2019

Sound Designer / Sound Producer / Mixing Engineer

- Creating sound effects and detailed implementation (special effects, noises, sounding

special events, characters and mechanisms).

- Creating and integrating various logical and dynamic sound behavior systems, for its close connection with the game process.
- Designed sound for more than 50 game projects.

Cooperating 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

- Performing all the work with sound at all stages of work on projects.
- Designing 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

- Designing interactive and linear sound effects.
- Created over 30 musical phonograms for the project "VITAMIN", consisting of own-created sound material.

Techtonical Illumination

2009 — 2012

Sound Producer / Composer

- Organized and managed a self-titled band that successfully recorded and released two albums ("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, Steinberg WaveLab, Reaper, Ableton Live, Studio One, Pro Tools etc.)
- Experience with game and sound engines Unity 3D, Unreal Engine, GODOT 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
- Experience in scripting process automation FMOD Studio (FMOD Scripting API + JavaScript)
- Experience in scripting process automation Reaper (ReaScript + LUA)
- 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
- Experience in foley recording

- Understanding the logic and principles of programming, knowledge of OOP
- 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.