MARK MYSKOV
SOUND DESIGNER

CONTACT

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Portfolio

EDUCATION

Diploma in Audio Production & Engineering - Metalworks Institute
With Honours, 2022 - 2023, Canada

BSc(Hons) Songwriting & Music Production - University of Hertfordshire
2020 - 2022, UK

Pro Tools Certification - PT210

SKILLS

DAWs: Pro Tools (Certified), Ableton (Primary), Logic, Reaper

General Audio: Field Recording, Foley, Recording, Editing, Mixing, Mastering

Middleware: Fmod, Wwise

Engines: Unity, Godot, Unreal Engine 5

Audio Software: iZotope RX 10, SoundQ, Soundtoys,Waves,

Version Control: Github, Git

Others: C# for Unity and Wwise, Microsoft Office: Word, Excel, Powerpoint

Java Beginner Course

Soft Skills: Time Management, Communication, Adaptability, Teamwork, Leadership

Languages: Russian (Native), English (C1)

Recent graduate with a diploma in Audio Production & Engineering, showcasing practical experience in Sound Design by participating in game jams and working freelance. Acquaintance with field recording, micing and mixing techniques and signal processing principles.
Proficient in audio editing and syncing to video content with Pro Tools, Ableton and other DAWs, game audio implementation using middleware like Fmod and Wwise with Unity, C# and Godot, utilizing native and 3rd party plug-ins. Experienced with version control using Github.
Able to stand on my own but motivated to learn from an industry professionals to impove skills, providing the best audio experiences.

EXPERIENCE

A/V Technician - 2024 - On Call
Audio and video systems setup and working with live console, mics, speakers and cables for Live Events:
- Innerphase Productions - *Milton, ON, Canada*;
- Motion Sounds Intertainment Productions - *Vaughan, ON, Canada*.

Game Jams – 2024 - Present
Designed and implemented audio assets for Godot and Unity projects, managing versions with Github in a limited period of time:
- Godot Game Jam 2024 - *"Tornado Rampage" by Bad Manner Games* (not rated yet);
- Jame Gam #40 - *"Zombie Puppets vs. Robots" by Bad Manner Games* (scored #13 in Audio of 101 nominees);
- Bullet Hell Jam - *"Ka-Bloom!" by gruebite* (scored #21 in Audio of 369 nominees);
- Other Projects.

Games & Animations - Sound Design – *Freelance* - 2023 - Present
Created audio assets for video content, working with timecode and communicating with clients, ensuring the best quality sound content.

Movies & Commercials - Audio Editing – *University projects* - 2022 - 2023
Created and edited sound effects and backgrounds from scratch, edited existing voice recording with iZotope RX utilising room tone with Pro Tools.

Live Music Recording & Mixing – University projects - 2020 - 2023
Recorded guitars, drums, pianos and vocals, utilising various micing techniques, SSL and Neve consoles and patch bay, mixed and mastered using both virtual and analog equipment.

Live Sound – *University projects* - 2020 - 2023
Live Consoles, amps, drums and mics setup for live concerts and rehearsals

---------- *References available upon request* ----------