Панфілов Антон



SOUND DESIGNER

5 квітня 2023 Місто: Київ

Вік: 35 років
Режим роботи: повний робочий день, віддалена робота, часткова зайнятість
Категорії: IT, WEB фахівці, Дизайн, творчість

✔ Готовий до відряджень

Увійдіть або зареєструйтеся на сайті як роботодавець, щоб бачити контактну інформацію.

Опис

Anton Panfilov
Sound Designer, Music Composer, Music Editor

I am a skilled sound designer from Kyiv, Ukraine with my own recording studio. I have a strong technical background and a passion for creating immersive audio experiences for games. With extensive knowledge in both sound design and music composition, I excel at bringing a game to life through the power of sound.

In terms of sound design, I have a deep understanding of how sound interacts with gameplay and can create intricate soundscapes that complement the game's mechanics. I am proficient in using industry-standard software such as Pro Tools, Ableton Live, Logic Pro X, Steinberg which allows me to deliver high-quality audio that is optimized for the game's platform.

Furthermore, my technical sound design skills enable me to work collaboratively with developers to implement audio systems that integrate seamlessly into the game. I have experience with game engines such as Unity and Unreal, sound engine FMOD and Wwise, and I understand the technical requirements for audio implementation across different platforms.

In addition to my sound design skills, I am also an accomplished music composer. I have a strong background in music theory and can create a diverse range of musical styles that perfectly suit the game's atmosphere. Whether it's an epic orchestral score or a catchy electronic beat, I am confident in my ability to deliver a memorable musical experience that enhances the game's narrative and gameplay.

Overall, I am a dedicated and talented sound designer with the technical knowledge and creative vision to bring any game to life through the power of audio. If you're looking for a skilled sound designer to help take your game to the next level, I would love to connect and discuss how I can contribute to your project.
Kyiv, Ukraine

WORK EXPERIENCE

TinyCorp, Kyiv - Sound Designer, Music Composer, Remote
JULY 2023 – NOW
Sound Design, music composing.
Main responsibilities:
- Sound Producing
- Sound Design
- Music Composing
- Implementation (Unity)
Project: FishCoin
Pilim Games, Vilnius - Sound Designer, Music Composer, Remote

AUGUST 2022 – NOW
Sound Design, music composing.
Main responsibilities:
- Sound Producing

- Sound Design
- Music Composing
Project: ChopChopGuys
ILOGOS, Kyiv - Sound Designer, Music Composer, Remote

JUNE 2021 – DECEMBER 2022
Sound Design, music composing.
Main responsibilities:
- Sound Producing
- Sound Design (2D fighting)
- Music Composing
- Implementation (FMOD, Unity)
Project: BitBrawl

4Friends (Playrix), Kyiv - Sound Designer, Music Composer, Remote
MAY 2021 – AUGUST 2022
Sound Design (Match3, Hidden Objects), music composing.
Main responsibilities:
- Sound Producing
- Sound Design (Match3, Hidden Objects)
- Music Composing
- Implementation (FMOD, Playrix Engine)
Projects: AdventureScapes, GardenScapes, NativeScapes
DAW: Logic Pro, Cubase
Plarium, Kyiv — Sound Designer, Remote

DECEMBER 2020 – MAY 2021
Work with video advertisements and videos for the community.
Main responsibilities:
- Sound Design
- Music Arrangement
Projects: Raid: Shadow Legends, MechArena, Vikings, Tower Heroes
DAW: Logic Pro
STB TV-Channel, Kyiv — Music Editor, Sound Designer
SEPTEMBER 2011 – PRESENT

Work with sound and music on TV-projects: reality shows, TV series, documentaries, promo spots etc
Main responsibilities:
- Music Composing
- Sound Design
- Music Arrangement
Projects: "Home of the Father", "One for All", "SYTYCD", "The Bachelor"
DAW: Nuendo
Music Databases: Universal, Extreme, X-Ray Dog, EMI
1+1 Media, Kyiv — Music Editor, Sound Designer
OCTOBER 2015 – OCTOBER 2019

Work with sound and music at the post production on TV-projects: reality shows, TV series, documentaries, promo spots etc.
Main responsibilities:
- Development and maintaining of the musical format
- Musical Arrangement
- Music Composing
- Sound Design
Reality shows: "Wedding Blind", "Change the Wife", "Inspector Freimuth", "On the Knifes", "Voice of the Country" and etc.
TV series: "The School", "Mistress", "Cop Wars", "Thunderstorm over Tikhorechye", "Casual Encounters Does not Happen", "Refugee", "Best" week of my life" and others.
DAW: Nuendo.
Music Databases: Universal, Extreme, EMI.
FMP Group Production, Moscow, Russia — Music Editor
DECEMBER 2015 - FEBRUARY 2016

Project: "The Bachelor" (TV channel "TNT").
Main responsibilities:
- Musical Arrangement
- Sound Design
DAW: Avid.

Music Database: Warner.
Good Production, Kyiv — Sound Producer
AUGUST 2013 - PRESENT

Main responsibilities:
- Music Composing
- Sound Design
- Music Arrangement
- Mixing
DAW: Nuendo, Cubase, Logic Pro.
U:LAV Band, Kyiv — Music Producer
MAY 2019 – PRESENT

- Produced the first studio album in 2020 (released by Revet Sound)
- Creating music arrangements
soundcloud.com/ulavmusic
CLOUDLESS Band, Kyiv — Music Producer, Musician
MAY 2017 – PRESENT

- Produced 2 studio albums in 2018 and 2019 (released by Revet Sound)
- Music Composing, Sound Design, Music Arrangement, Video Editing
- Recording drums, bass guitar, keys on the studio
- Managing music videos production, starring in music videos
- Live performing on stage (keys, bass guitar)
- Music Management, tour planning
soundcloud.com/cloudless_official
www.youtube.com/c/CLOUDLESSofficial

Fiolet Band, Kyiv — Musician, Drummer, Arranger
MAY 2017 – DECEMBER 2018

- Recording, arranging, mixing of the acoustic album “Nevydane” (2017)
www.youtube.com/watch?v=SEc918vnfuk
- Performing on live concerts (drums, percussion)
- Music composing, arrangements, sound production
- Soundchecks, rehearsals, sound quality evaluation
- Designing marketing materials and social media posts to promote musical concerts
- Collaborating with performers and producers to determine and achieve desired sound for production
www.youtube.com/user/Fioletstyle
Private Contract, Chengdu, China — Musician, Drummer

JULY 2014 - NOVEMBER 2014
Musician at cover-band.
Worked closely with management staff of chinese management to create new and lucrative tours.

EDUCATION

Mykola Leontovych School Of Music, Donetsk, Ukraine
2002 - 2008
Drums, Xylophone, Piano, Percussion.
College Of Industrial Automation, Donetsk, Ukraine
Higher Technical Education
2006 - 2010
Mining Electromechanics.

CERTIFICATIONS
Sound Design in GameDev (by Eugene Trubin) — May-June 2020
Songwriting Course (by Vidar Norheim) — October 2019
Recording and Mixing. Advanced (by Alex Kramer) — February 2019
JavaScript. Basic — November 2016

SKILLS
Drums, piano, guitar, bass guitar, percussion playing
Songwriting

Audio recording
Sound design
Music production
Sound editing
Music editing
Mixing
Studio recording
Music arranging
Sound engineering
Implementation

PROGRAMS (DAWs, Sound Engine)
FMOD
Nuendo
Cubase
Logic Pro
ProTools
Wwise (elementary)
Ableton (elementary)
FinalCut
LANGUAGES
Ukrainian
Russian
English

docs.google.com/document/d/1cuGXs6-KzFGbsGtJk2l-j1ddF7E_jeto/edit