

# Панфілов Антон

## SOUND DESIGNER

🔄 5 квітня 2023 📍 Місто: [Київ](#)



Вік: 34 роки

Режим роботи: повний робочий день, віддалена робота, часткова зайнятість

Категорії: IT, WEB фахівці, Дизайн, творчість

✓ Готовий до відряджень

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### 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 Knives", "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](https://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](https://soundcloud.com/cloudless_official)

[www.youtube.com/c/CLOUDLESSofficial](https://www.youtube.com/c/CLOUDLESSofficial)

Fiolet Band, Kyiv — Musician, Drummer, Arranger

MAY 2017 – DECEMBER 2018

- Recording, arranging, mixing of the acoustic album “Nevydane” (2017)
- 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](https://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](https://docs.google.com/document/d/1cuGXs6-KzFGbsGtJk2l-j1ddF7E_jeto/edit)