

Sergey Eybog

Sound Designer, Music Composer.

DOB: 11/Feb/1981

Languages: Russian, English

Place of residence: Russia, Moscow

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Profile:

An experienced sound designer and music composer engaged in post-production audio for computer games and various media. A dedicated and strong-willed individual who constantly looks for ways to improve himself. More than 10 years in game audio industry.

Technical Skills:

- Sound design and implementation;
- Dialogue/VO editing and post-processing;
- Audio processing and mixing (compression, EQ, spatial processing, modulation etc.);
- Field recording;
- Composing music in various genres;
- Project management, budget evaluation and scheduling;
- Casting and directing voice talents, producing voice-overs sessions.

Software: Steinberg Cubase, Cockos Reaper, Adobe Audition, Sony Sound Forge, Audiokinetic Wwise.

Work Experience:

Audio Producer, August 2013 – October 2015.

@ [Strategic Music](#) (Saint Petersburg, Russia).

- Project management: organizing and supervising the whole process of creating audio assets for computer games;
- Budget evaluation and scheduling;
- Casting and directing talents, producing voice-overs sessions;
- Sound design and implementation;
- Audio editing and post-processing;
- Composing music in various genres.

Sound Designer, September 2010 – August 2013.

@ [Strategic Music](#) (Saint Petersburg, Russia).

- Sound design and implementation;
- Audio editing and post-processing;
- Composing music in various genres.

Music Composer, September 2004 – September 2010.

@ [Freelance](#) (Ust-Ilimsk, Russia).

- Composing music in various genres;
- Audio editing and post-processing.

Education:

Irkutsk State Pedagogical College, Ust-Ilimsk branch, 1999 to 2004
Philology, Teacher of Russian Language and Literature.

Selected Projects and Achievements:

- 1) As an Audio Producer, I completed successfully more than 60 various projects. For example:
 - **War Thunder** (Gaijin Ent., 2012): I organized and supervised remote voice-over sessions with English, Italian, Japanese, Hungarian, Serbian, Chinese and Korean voice talents; edited, processed and prepared the recorded lines for implementation into the game.
 - **Warhammer 40,000: Space Wolf** (HeroCraft, 2014): I supervised the sound design for the project and personally created original sound effects for various weapons, characters and interface.
 - **Evolution: Battle For Utopia** (My.Com, 2013): I created sound effects for several game creatures, weapons and cut-scenes, mixed two cut-scenes.
 - **Juggernaut: Revenge of Sovering** (Mail.Ru Games, 2011): I did sound design for all magic and melee attacks, invented magic spells in a non-existing language for the main characters and recorded them with voice talents.
 - **Royal Quest** (Katauri Interactive, 2012): I organized and supervised the process of creating audio assets for the game, advised the developers about implementing various features into their audio engine, created more than 70% of sounds effects including creatures, weapons and magic spells.
 - **Everlasting Summer** (Soviet Games, 2013): I created all sound effects and composed more than 80 minutes of music, which was especially highly praised by the players.
- 2) I achieved **1st place** in the [Boom Library User Interface sound design contest](#) competing with more than 80 participants.
- 3) I created several sound effects libraries which are being sold by major independent sound effects distributors [Soniss](#) and [A Sound Effect](#).

Hobbies and Interests:

Field recording, music composing, walking, reading books, playing computer and board games, photography.

Social Networks:

- LinkedIn: <http://ru.linkedin.com/in/sergeyeybog>
- Facebook: <https://www.facebook.com/sergey.eybog>