SIARHEI KUTUZAU

Game Audio Director & Sound Designer | G.A.N.G. Award Nominee
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SUMMARY

Game Audio Director & Sound Designer with 6+ years shipping audio at scale across live-service mobile, PC, and console. Design and engineer interactive audio systems end-to-end — from architecture and pipeline governance to implementation and live delivery — in Unreal Engine 5 (MetaSounds), Unity, FMOD, and Wwise. Work spans adaptive music, dynamic VO, real-time mixing, and cross-departmental audio governance at production scale.

CORE COMPETENCIES

Sound Design | Interactive Audio Systems | Audio Architecture | Adaptive Music | Real-Time Mixing | FMOD Studio | Wwise | Unreal Engine 5 | MetaSounds | Unity | VO Direction | Audio Pipeline Development | Live-Service Audio | Audio Direction | Team Leadership | Cross-functional Collaboration | Performance Optimization | Audio Implementation | Game Audio | Foley | Environmental Audio | UI Audio | Cinematic Audio | Pre-Production | Audio Governance

EXPERIENCE

Sound Designer | Nexters / GDEV (NASDAQ: GDEV) | Dec 2021 – Present | Remote

Projects: Hero Wars: Alliance (Unity), Hero Wars: Dominion Era, Deploy Hero (Unity + FMOD)

Sole sound design and audio systems specialist on Hero Wars: Alliance, Hero Wars: Dominion Era, and Deploy Hero — NASDAQ-listed global publisher with 200M+ installations and $2B+ in lifetime revenue.

- Engineered complete proprietary audio architecture from the ground up — pipelines, runtime behavior systems, adaptive mixing — operational foundation of both Hero Wars titles after 4+ years of live-service deployment
- Sole specialist on Deploy Hero from inception — independently led all R&D, audio architecture, and full production through live-service launch
- Established mandatory audio governance frameworks relied upon by engineering, UX, QA, and production departments; reduced cross-departmental dependency by 40%
- Maintained continuous audio production across hundreds of update cycles serving 9.5M monthly active users
- Optimized asset delivery improving audio load times by 30%; reduced integration time by 50% through reusable event templates

Audio Director / Lead Audio Designer / Audio Designer | RedBoon Studio | Jun 2022 – Dec 2025 | Remote

Projects: Knock on the Coffin Lid, Nightmare of Millenis (Unity + FMOD) — Steam, PS5, Xbox Series X|S

Audio Director | Jan 2024 – Dec 2025

Sole audio authority with no senior audio leadership above except CEO. G.A.N.G. Awards 2026 nominee for Best Sound Design in an Indie Game.

- Exercised full creative and technical authority over complete audio domain across PC, PlayStation 5, and Xbox Series X|S
- Personally authored a library of 15,000+ custom audio assets including SFX, environment, UI, Foley, and cutscene content
- Designed and implemented complete interactive audio architecture using FMOD SDK within Unity Engine
- Directed VO production including casting, recording, editing, and mastering across multiple languages
- Delivered audio across GDWC Finalist cycles 2023 and 2024 — independent jury validation

Lead Audio Designer | Jun 2023 – Jan 2024

- Led and mentored junior audio designers and composers
- Governed audio workflows and integration standards across production teams

Audio Designer | Jun 2022 – Jun 2023

- Created foundational sound asset library including SFX, environment, UI, Foley, and cutscene content
- Implemented all audio into FMOD + Unity production build

Audio Lead | 4Tale Production | Jun 2024 – Mar 2025 | Remote

Projects: Steel Ark, Everwayne, Dissonators, Magic Dice, Hypernova (Unity + Unreal Engine 5)

Senior-most audio professional at the studio — sole originating decision-maker for all audio direction across 5 active game projects.

- Steel Ark received Rising Tide Challenge 2025 Judges' Pick — top 0.94% from 1,066 submissions — subsequently secured ~$300,000 in international investment funding
- Delivered audio across Unity and Unreal Engine 5 (MetaSounds) productions simultaneously
- Directed and mentored junior audio team; Everwayne nominated at DevGAMM Awards 2025

OTHER ROLES

Galior Studio — Audio Designer (Magic Wars: Wizards Battle, The Succession of Changing Kings)

Paprikash Works — Sound Designer & Composer (Open Wheel Manager 2)

Game Wheel Studio — Junior Sound Designer (Athropia: Diseased Lands)

SKILLS

Middleware & Engines: FMOD Studio, Wwise, Unreal Engine 5, MetaSounds, Unity

DAWs: Reaper, Ableton Live, Pro Tools, Logic Pro X

Plugins & Tools: iZotope RX, Waves, FabFilter, Kontakt

Audio Design: Interactive audio systems, adaptive music, dynamic VO, real-time mixing, UI/UX audio, Foley, field & studio recording, cinematic audio

Implementation: UE5 Blueprints, MetaSounds, FMOD SDK, cross-platform integration, engine-level audio implementation

Architecture: System design from ground up, performance optimization, memory budgeting, pipeline governance

Workflow: Jira, Git, SVN, asset databases, pipeline design, cross-departmental documentation

RECOGNITION

- G.A.N.G. Awards 2026 Nominee — Best Sound Design for an Indie Game (Knock on the Coffin Lid)
- Excellence in Audio Judge — DevGAMM Awards 2025, Lisbon (150+ judges, Epic Games & Larian Studios panel)
- GDWC Finalist — 2023 & 2024 consecutive cycles (Knock on the Coffin Lid)
- Pocket Gamer Mobile Games Awards — Best AppGallery Game 2024 + Honourable Mention 2025 (Hero Wars)
- Rising Tide Challenge 2025 — Judges' Pick, top 0.94% of 1,066 submissions (Steel Ark)
- Member — Game Audio Network Guild (G.A.N.G.)

EDUCATION

- Mixing & Mastering (2025), Native Unreal Audio System (2022), Interactive Audio Systems (2021) — XSSR Academy
- Sound Design & Wwise — Monocat School (2020)
- B.A. in Marketing — Brest State Technical University (2017)

LANGUAGES

English: B2 | Polish: A2 | Russian: C2