

Rybalkin Maksym

Sound Designer/Music Composer/Sound Engineer

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EXPERIENCE

NDA - Sound Designer, Unreal Engine Developer
Creating full sound design and music for game
(Metasounds/UE5) and creating audio system
May 2025 - now

Kava Gaming Studio - Lead Sound Designer
Creating full sound design and music for game (FMOD/UE5)
October 2024 - September 2025

NDA - Sound Designer, Music Composer
Creating full sound design and music for games
August 2024 - July 2025

Sirex Productions - Sound Designer
Composing soundtracks and creating full sound design for
desktop game "Chaos Islands"
July 2024 - October 2024

A5 Labs - Sound Designer
Creating full sound design and music for casino games
January 2024 - now

**Conducting trainings/lectures for students on the topic: "Film
and game sound design" and "technologies for creating
orchestral soundtracks"** - speaker in Kyiv National University of
Culture and Art
September 2023 - now

Freelance - Sound Engineer/Designer, piano/music theory tutor
September 2022 - January 2024

Sirex Productions - Sound Designer
Composing soundtracks and creating sound design for mobile
game "No guns allowed"
March - April 2022

**Recording studio "Kvartal Records", Kyiv - Co-Founder, Sound
Engineer, Music Composer, Musician**
Studio servicing, creating sound and music content - composing,
sound designing, recording, mixing, releasing via "SWAI" label
September 2021 - March 2022

SKILLS

Unreal Engine 5,
Metasounds, Fmod, RX-11
Izotope, Ableton, Reaper,
Cubase, Audition, Serum,
Native Instruments, music
theory

LANGUAGE

Ukrainian - native
English- B1
German- A1

Normal Art Restaurant, Kyiv – live Sound Engineer – 3 months
Organization music in restaurant, live mixing
May - August 2021

School of Arts №8, Kyiv – Sound Engineer – 1 year and 5 months
Concert organization, music composing, live mixing
December 2019 – May 2021

AWARDS

Mobile GOTY 2022 at Swedish Game Awards – [“No Guns Allowed”](#)

PORTFOLIO (links)

[Trailer of “Chaos Islands” on Steam \(Sound Designer\)](#)

[Demo trailer of “No Guns Allowed” \(Sound Designer\)](#)

[Sound re-design of AniMatters movie](#)

[Sound and music for trailer of mobile game](#)

[Cover of Zlata Ognevich`s track “Щоб там не сталося” \(Sound Designer and Composer\)](#)

[Some of my didn`t released tracks + my sound-engineer`s diploma](#)

[Bachelor`s diploma \(sound engineering and sound-designing\)](#)

EDUCATION

Kyiv National University of Culture and Art – Master's degree (2025)

“Institute of Cinema and TV”, 021 – sound engineering

Kyiv National University of Culture and Art – Bachelor's degree (2023)

“Institute of Cinema and TV”, 021 – sound engineering

School of Arts №8 – diploma of secondary music education (8 years of piano)