

Rybalkin Maksym

Sound Designer/Music Composer/Sound Engineer

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LinkedIn: [link](#)

[My portfolio link](#)

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

A5 Labs - Sound Designer

Creating full sound design and music for casino games

January 2024 - August 2025

Sirex Productions - Sound Designer

Composing soundtracks and creating full sound design for desktop game "Chaos Islands"

July 2024 - October 2024

NDA - Sound Designer, Music Composer

Creating full sound design and music for games

August 2024 - July 2025

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 2020 - September 2022

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

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

AWARDS

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

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)