



CV / GAME AUDIO & MUSIC

ILYA NASYROV

LEAD SOUND DESIGNER · COMPOSER

Audio Implementation · Interactive Music · Technical Audio

[PORTFOLIO](#)

[LINKEDIN](#)

[TELEGRAM](#)

[YOUTUBE](#)

ILYA NASYROV

LEAD SOUND DESIGNER · COMPOSER · AUDIO IMPLEMENTATION

Lead sound designer and composer with more than six years of experience across games, animation and interactive media. I lead audio from concept and production through implementation, testing, mixing and final polish.

CONTACT

EMAIL

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TELEGRAM

@ilyanasyrov

LINKEDIN

ilya-nasyrov-music

PORTFOLIO

ilyanasyrov-sound.github.io

EXPERIENCE & PROJECTS

FREELANCE

Sound Designer / Composer

- Full-cycle game and cinematic audio: SFX, music, ambience, UI, implementation and final mix.
- Projects and studios include Puzzle Point, AlexPlay and independent teams.

SPEAKER & INSTRUCTOR

Skillbox · OK! Play · Zerocoder

- Educational programs in sound design, music and sample creation, including video lessons, workshops and hands-on classes.

SOUND PRODUCER / COMPOSER

Mubert · ARMA.app

- Music content, samples and sound libraries for digital and generative music products.

tinyBuild

Sound Designer / Composer

- Sound design and music for Divide By Sheep 2, including audio production for the game and promotional materials.

KIMIKOSOFT

Sound Designer / Composer

- Audio for mobile games, apps, animated films and series: music, SFX, mixing and Unity implementation.

ROOT CODE

Sound Designer / Composer

- Original music and SFX for game projects, with audio implementation and setup in Unity.

GRAVITY LAGOON

Lead Sound Designer / Composer

- Gatekeeper and Gatekeeper: Crustad DLC: interactive music, SFX, Unity and FMOD implementation, plus music production for promotional materials.

DREAMDOCK

Lead Sound Designer

- Unannounced AA project in Unreal Engine 5: SFX, music and interactive audio systems.
- Implementation with MetaSounds, Sound Cues and Blueprints.

CORE SKILLS

Sound Design
Audio Implementation
Interactive Music
Composition / Arrangement
Unreal Engine 5 / MetaSounds
Blueprints / Sound Cues
Unity / FMOD / Wwise
Mixing / Mastering

TOOLS

Logic Pro · Reaper · Ableton Live ·
FMOD Studio · Wwise · Unreal Engine
5 · Unity · Kontakt · Serum

EDUCATION

XSSR Academy

Professional audio production and sound design training.

M. P. Mussorgsky Music College

Popular and jazz performance, percussion.