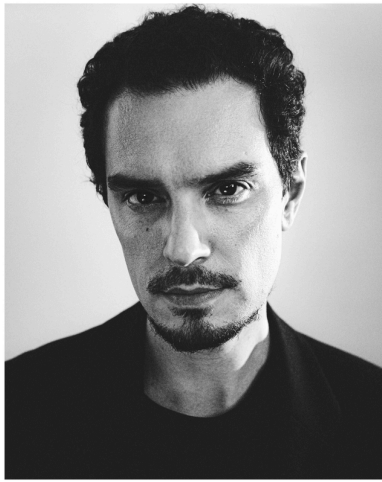




IVAN SHMALII

(aka SerialUnit)

Sound Producer, Mixing & Mastering
Engineer, Sound designer, Composer



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www.serialunit.com

EDUCATION

International Economic Relations

European University of Finance,
Information Systems, Management and
Business (EUFIMB)

2003 – 2007

Sound Engineering (Studio Sound Directing)

National Academy of Culture and
Arts Management (NACAM)

2007 – 2011

EXPERTISE

- Sound Design for Games & Film
- Adaptive Audio Systems (MetaSound)
- Audio Editing
- Vocal Editing
- Audio Quality Evaluation
- Real-time Audio Profiling & Debugging
- Dialogue Editing
- Audio Restoration
- Composition
- Full Music Production
- Trailer Music
- All types of editing
- Recording

PROFILE

Sound Producer | Mixing & Mastering Engineer | Sound Designer | Composer

Experienced audio professional with 15+ years of work across music production, commercial audio, and game sound. Skilled in full-cycle audio production — from composition, recording, editing, mixing, and mastering to sound design, voice processing, and interactive audio implementation. Experienced in developing music and sound for artists, visual media, and games, including adaptive audio systems and real-time integration in Unreal Engine / MetaSounds. Strong background in creative direction, technical audio workflows, critical listening, and delivering production-ready sound across a wide range of formats and genres.

WORK EXPERIENCE

Sonarise

2025 – present

CPO

- Product development for professional audio software / plugins

Doghowl Games Co.

2023 – 2025

Audio Director, Composer, Sound designer

- Led audio direction for two commercial game projects
- Designed adaptive music systems and procedural ambience using MetaSound Graphs
- Developed dynamic state-based audio logic via Blueprint scripting integrated into gameplay
- Composed original soundtracks and cinematic scores
- Recorded and edited voiceovers, created ambisonic environments, integrated sound assets
- Scripted NPC dialogs and performed as a voice actor
- Collaborated with programmers to ensure real-time audio synchronization and performance debugging
- Performed dialogue editing, voice processing and audio asset quality control

LANGUAGES

- English - Professional
- Russian - Native
- German - intermediate
- Ukrainian - Fluent

Majormixing Co.

Sound engineer, Producer

- Led vocal editing, timing correction, pitch correction and audio quality control for commercial music productions
- Performed Mixing and Mastering for Major Labels
- Performed as a speaker for Majormixing.com YouTube channel
- Delivered sound profiling and optimization for streaming platforms

M1 Music channel

2017 - 2021

Lead sound producer, Record/mixing/mastering engineer

- Produced and composed for top-tier artists in music industry.
- Led full-cycle production including sound system integration and interactive elements for broadcast events.
- Ran production studio in partnership with leading TV music channel
- Managed recording, arrangement, mixing, and mastering workflows
- 2019 — nominated for Sound Producer of the Year.
- Produced 2 M1 Music Awards shows

Sinegull Prod.

2013 - 2017

Co-owner, Lead music producer, Mixing & Mastering Engineer

- Established own production brand
- Managed recording, arrangement, mixing, and mastering workflows for artists
- Produced commercial music
- Performed as one of the songwriters

IKSIY Music Prod.

2009 - 2013

Assistant, Composer, Ghostwriter, Back vocalist, video editor

- Started as an assistant of a lead Soundproducer
- wrote lyrics for artists and took part in composing music
- Performed as a record engineer
- Performed as a back vocals and demo singer for clients

ACHIEVEMENTS

- Nominated for Sound Producer of the Year (2019)
- 15+ years experience across music, film, and game industries
- Built a cross-disciplinary career combining commercial music production with cutting-edge game audio

LINKS

[Majormixing YouTube channel](#)

[M1 Music Awards 2019 Nominee](#)

[Majormixing.com Recommendation letter](#)

[Doghowl Games Recommendation letter](#)