



# IVAN SHMALII

## (aka SerialUnit)

Audio engineer, sound designer



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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)
- Unreal Engine 5 Audio Integration
- Procedural Sound Design
- Dynamic Music Systems
- Real-time Audio Profiling & Debugging
- Middleware Familiarity (Wwise / FMOD)
- Composition
- Full Music Production
- Trailer Music
- All types of editing
- Recording

## PROFILE

### Technical Sound Designer | Unreal Engine 5 & MetaSound Specialist | Composer

Experienced in Adaptive Audio Implementation, Procedural Audio Systems, and Dynamic Music Design using the Unreal Engine 5 Audio Framework. Skilled in Blueprint Scripting, Audio Integration Pipeline Design, and Real-time Audio Optimization. 15+ years of working experience in Music production as a Composer, Mixing/Mastering Engineer. Familiar with Audio Middleware (Wwise, FMOD) and experienced in Middleware Migration to MetaSound. Strong background in Interactive Sound Design, Performance Debugging, and cross-functional collaboration with designers, programmers, and art teams.

## WORK EXPERIENCE

### 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

### Majormixing Co.

2019 – 2025

Sound engineer, Producer

- Produced music for artists and Music Labels worldwide
- Performed Mixing and Mastering for Major Labels
- Performed as lead editor of vocals and instruments
- Performed as a speaker for Majormixing.com YouTube channel
- Delivered sound profiling and optimization for streaming platforms

## LANGUAGES

- English
- Russian
- German
- Ukrainian

### 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

## REFERENCES

### Doghowl games Co.

Alex Pimenov / CEO

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**Email:** lex@doghowlgames.com

### Majormixing Co.

Max Rayden / CEO

**Phone:** +34 645376336

**Email:** info@majormixing.com

## LINKS

[Majormixing YouTube channel](#)

[M1 Music Awards 2019 Nominee](#)

[Majormixing.com Recommendation letter](#)

[Doghowl Games Recommendation letter](#)