

Anya Yatskova

Sound Designer & Musician

ACADEMIC PROJECTS

Sound Designer

Sep. 2023 – Present

Wild Wild Wetlands – 3D platformer game

19-person team

- Creating sound effects for character feedback in REAPER
- Using Wwise and Unity to help implement sound effects into the game
- Acoustically recording voice lines and sound effects for the main character

Sound Designer & Composer

Jun. 2023 – Present

Geomancers – 2D action platformer game

2-person team

- Creating sound effects and original soundtrack in REAPER and implementing it through Wwise

Sound Designer & Composer

Sep. 2023 – Present

What She Left Me – 2D horror/adventure story game

2-person team

- Creating sound effects and original soundtrack in REAPER and implementing it through Wwise

Sound Designer & Composer

Sep. 2022 – Apr. 2023

9 to Frignt – 3D shopkeeping simulation game

22-person team

- Created 100+ sound effects in REAPER with self-recorded and library sampling
- Composed original soundtrack in REAPER to act as adaptive audio in Wwise
- Mixed and mastered game audio with REAPER and Wwise
- Worked with Unreal Engine 5.1

Sound Designer & Composer

Sep. 2021 – Aug. 2022

Mirage – 2D side-scrolling platformer/shooter game

12-person team

- Created, mixed and mastered sound effects and original soundtrack in REAPER
- Delivered this custom-engine game to Steam

WORK EXPERIENCE

Student Composer / Sound Designer for MFA Thesis Project

Jul. 2023 – Present

DigiPen Institute of Technology – Redmond, WA

(Part-time)

- Creating sound effects and an original score for the student film project *Last Word*
- Setting up voice actor recording and editing sessions

Music Teacher

Jul. 2022 – Present

Bach to Rock – Redmond, WA

(Part-time)

- Teaching piano, vocals and music theory to children and adults

EDUCATION

DigiPen Institute of Technology

Apr. 2024

Bachelor of Arts in Music and Sound Design

CONTACT

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SKILLS

Sound Design:

- Asset creation
- Sound editing
- Sound mixing
- Studio engineering
- Studio recording

Music:

- Interactive music
- Composition
- Music theory
- Conducting
- Arranging
- Live performance

DAWs and Plugins:

- REAPER
- Logic Pro
- Pro Tools

Audio Middleware:

- Wwise
- FMOD Studio

Game Engines:

- Unreal Engine 5
- Unity

Notation Software:

- Sibelius
- Musescore

Source Control:

- Tortoise SVN
- Github