

Hello,

my name is Michael  
Koch.

an Sound Designer

# About me

Passionate and innovative Sound Designer with a proven track record in creating immersive audio experiences. Highly skilled in sound design, editing, and mixing, I bring technical expertise and creative flair to every project.

## Career History

2019 – Freelance – Sound Designer

2020 – Sword & Axe LLC – Sound Effects Composer

2021 – 1+1 Media – Sound editor

A portrait of a young man with short brown hair, wearing a white dress shirt with a small green boutonniere on the lapel. He is standing in front of a large window with a view of a city street. The image is partially covered by a blue semi-transparent overlay on the right side.

Name : Michael Koch  
Birth : 28 December 2001  
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Phone : (380) 6355 – 71480  
Email : [ustinofmichael@gmail.com](mailto:ustinofmichael@gmail.com)





# An Sound Designer with more than five years of experiences

With years of experience, I've honed my skills and gained a deep understanding of sound design intricacies. My diverse project history spans film, video games, live events, and advertisements. Equipped with an extensive background, I'm dedicated to pushing the boundaries of audio creativity for extraordinary results.

See my latest work

The SoundCloud logo, consisting of the letters 'SC' in a white sans-serif font inside a dark square.

Soundcloud  
[zameten](#)



Site  
[kochsound.github.io/portfolio/](https://kochsound.github.io/portfolio/)

# Education



## Musical & Art Educational From International Humanitarian University

2019 - 2023

This institution laid an exceptional foundation for my career as a Sound Designer, profoundly shaping my professional development.

## Navigation From Odesa National Maritime Academy

2022 - 2027

Alongside my primary career as a Sound Designer, I've pursued self-development and personal growth through correspondence studies at the Navigation Department.

# Experience

Freelance  
Sound Designer

2019 - 2020

01

In this role, I've worked on diverse projects across various industries, leveraging both creative experience and technical prowess.

Sword & Axe LLC  
Sound Effects Composer

2020 - 2021

02

Focused on intricate soundscapes, I consistently pushed creative boundaries, contributing notably to the success of Dark Deity.

1+1 Media  
Sound editor

2021 - current

03

As a Sound Editor at 1+1 Media, I played a key role in shaping the auditory landscape of diverse media projects.

My work history reflects a passion for creating immersive auditory experiences, captivating audiences, and elevating project quality.

# Working Process

My work process transforms sonic possibilities into auditory masterpieces. The 'Working Process' section outlines the meticulous steps and creative decisions shaping my soundscapes, effects, and compositions.



## Briefing

I prioritize gaining a profound understanding of each project through in-depth conversations with clients and content creators, capturing their vision, goals, and the project's core essence.



## Brainstorm and Create

The creative process starts with developing a sound concept. I explore ideas to align with the project's creative brief.



## Search

I gather diverse sound sources from field recordings, digital libraries, and custom recordings, expanding creative possibilities.



## Launch

In the 'Launch' phase, I seamlessly integrate sound design with visuals or user interactions for a harmonious and immersive experience.

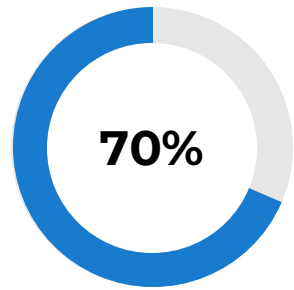


# Work skill

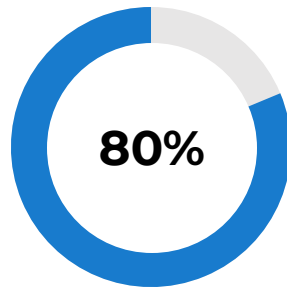
This section encapsulates my professional competencies, areas of expertise, and career aspirations, highlighting my hands-on experience and potential contributions.



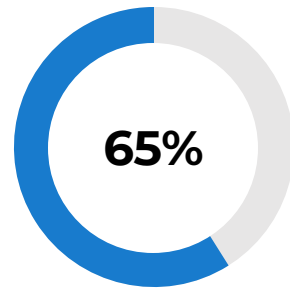
# Software Skill



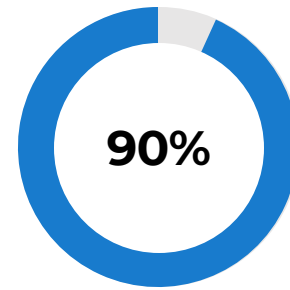
Avid Pro Tools



FMOD Studio



Wwise



Ableton live



Unity 3D

80%



Unreal Engine

70%

## Years of experience

This subsection highlights my extensive experience with essential software programs for sound design, music production, and interactive audio.

Over the years, I've not only honed my proficiency with these tools but also developed the ability to swiftly adapt to and master new software applications, enabling me to embrace the latest innovations in gaming and audio industries with ease.



# Expertise



## Sound Design

Crafting immersive audio experiences for diverse media projects.



## Game Audio Integration

Seamlessly integrating audio for immersive gaming experiences.



## Mobile App Sound Design

Creating engaging audio for mobile applications.



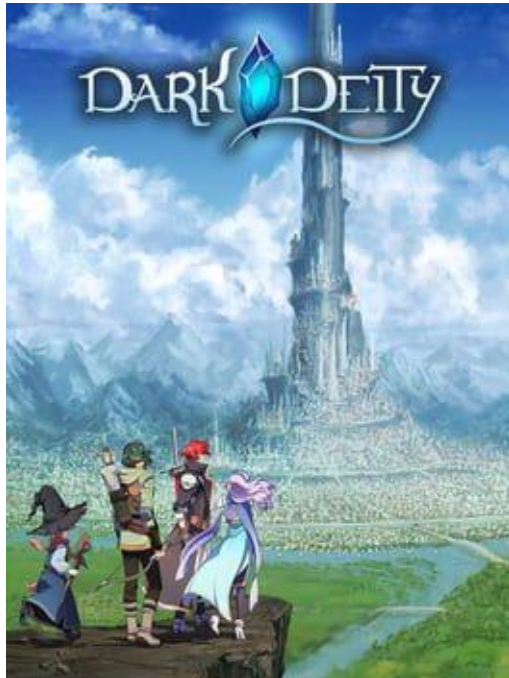
## Film Score Composition

Enhancing film narratives with music.

My expertise forms a harmonious symphony of sound and technology, crafting immersive audio experiences across various media and seamlessly integrating audio into interactive environments. I bring a versatile set of skills to every project.

# Portfolio

• Click on the pictures to watch videos showcasing my projects.



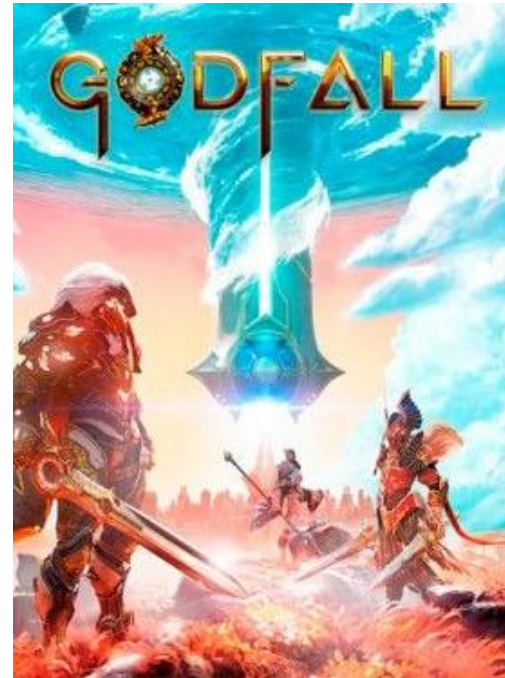
## Dark Deity

I crafted immersive soundscapes and designed sound for the characters.



## Corepunk

Crafting a lively variety of game world sounds and innovative music design.



## Godfall

A new approach to character sound effects in the famous Godfall game trailer.



## Manor Matters

An exciting game soundtrack with a creative approach to sound for a detective game.

# Portfolio

43

## Music for games

Created 43 game music pieces — diverse, immersive, and dynamic soundscapes to enhance gaming experiences.

13

## Cinematic music

Incorporating an innovative approach into crafting cinematic compositions, I consistently strive to bring fresh and original concepts to the forefront.

08

## Ambient Soundscapes

The combination of unusual sounds in my pieces creates a mesmerizing and rich auditory experience for each composition.



# Case Study

• Click photos for brief case studies on Dropbox..



## Problem

The Headway project involved addressing two key challenges: unvoiced text and noisy voice recordings. The former required finding an AI tool to replace the absence of a human voice, while the latter involved identifying a solution to delicately eliminate background noise from live recordings.

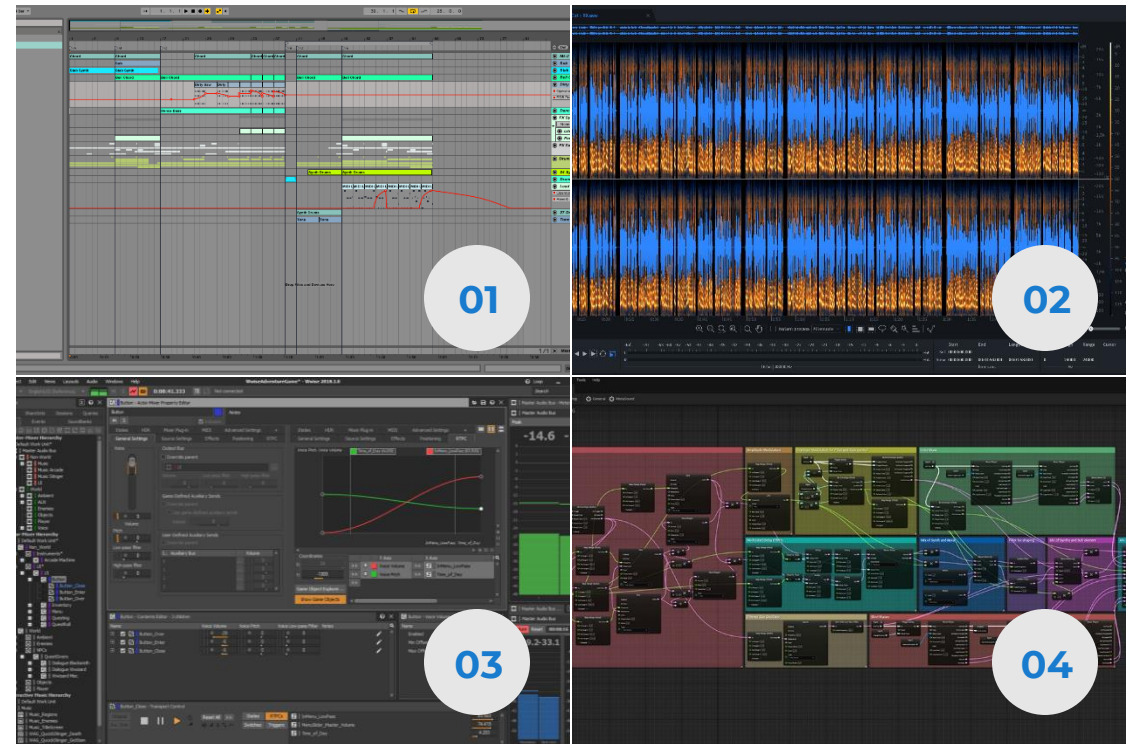
## Solution

To tackle the unvoiced text issue, Google Cloud Text-to-Speech was implemented for its ability to recreate natural-sounding human voices using AI. For the noisy voice recordings, iZotope RX 9 Audio Editor was employed, demonstrating precision in removing background noise while preserving audio quality and the authenticity of the human voice.



# Thinking Process

My sound design approach blends creativity with technical precision. I conceptualize immersive soundscapes aligned with project goals. Proficient in technical problem-solving, I adapt creatively to project scopes, collaborating seamlessly with cross-functional teams. My thinking process innovatively explores unconventional sound design techniques, pushing creative boundaries.





## Try the app

Experience the magic! Click to explore these apps.

# Mobile Apps

Crafted captivating soundscapes for the Manor Matters game, aligning with the storyline. Developed immersive sound effects and music to enhance user engagement. Additionally, enhanced the clarity and quality of Headway's book summaries, applying advanced editing for polished audio, ensuring a professional and engaging user experience.

# Geography



**United States of America**

49 Projects



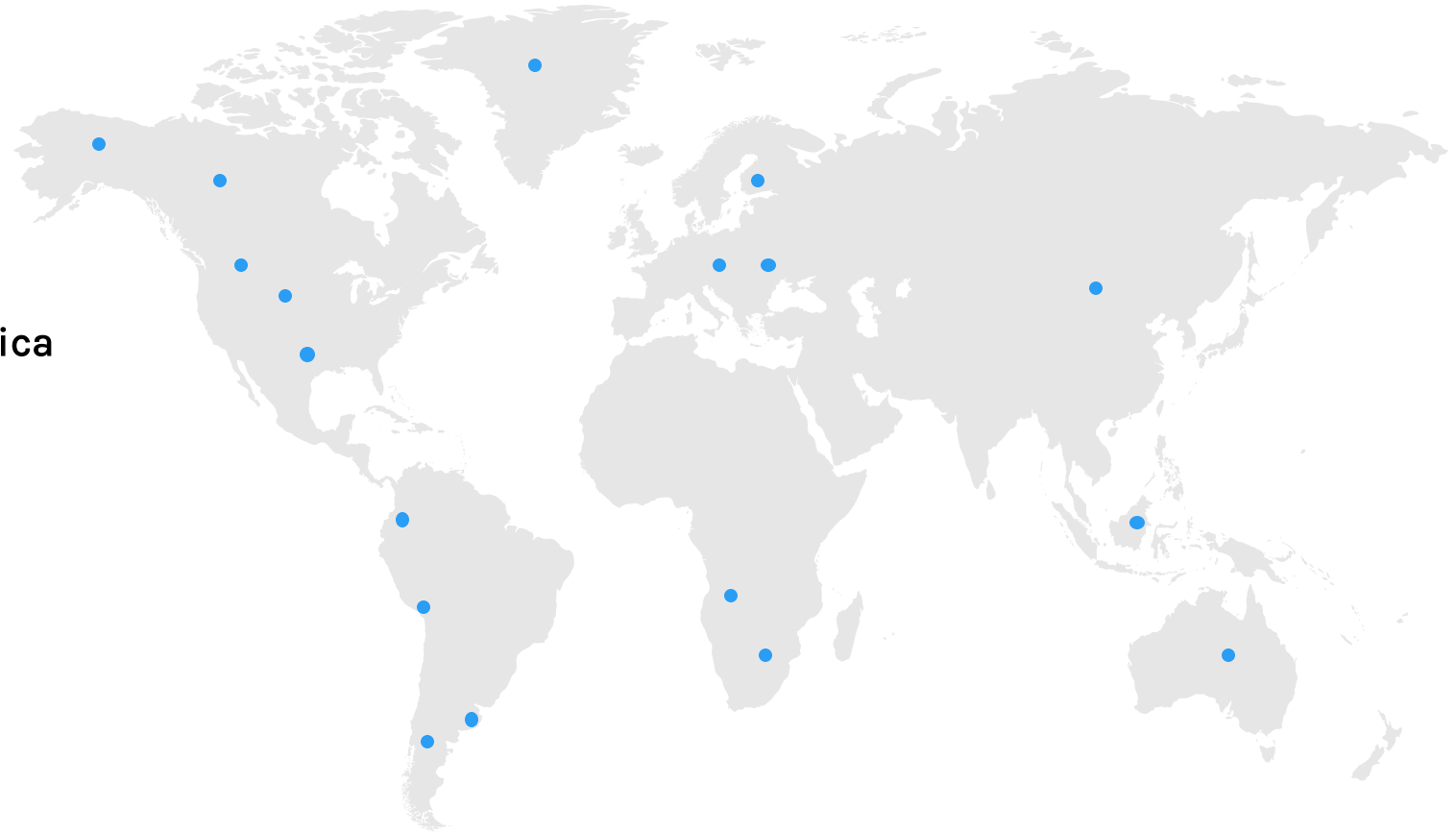
**United Kingdom**

22 Projects

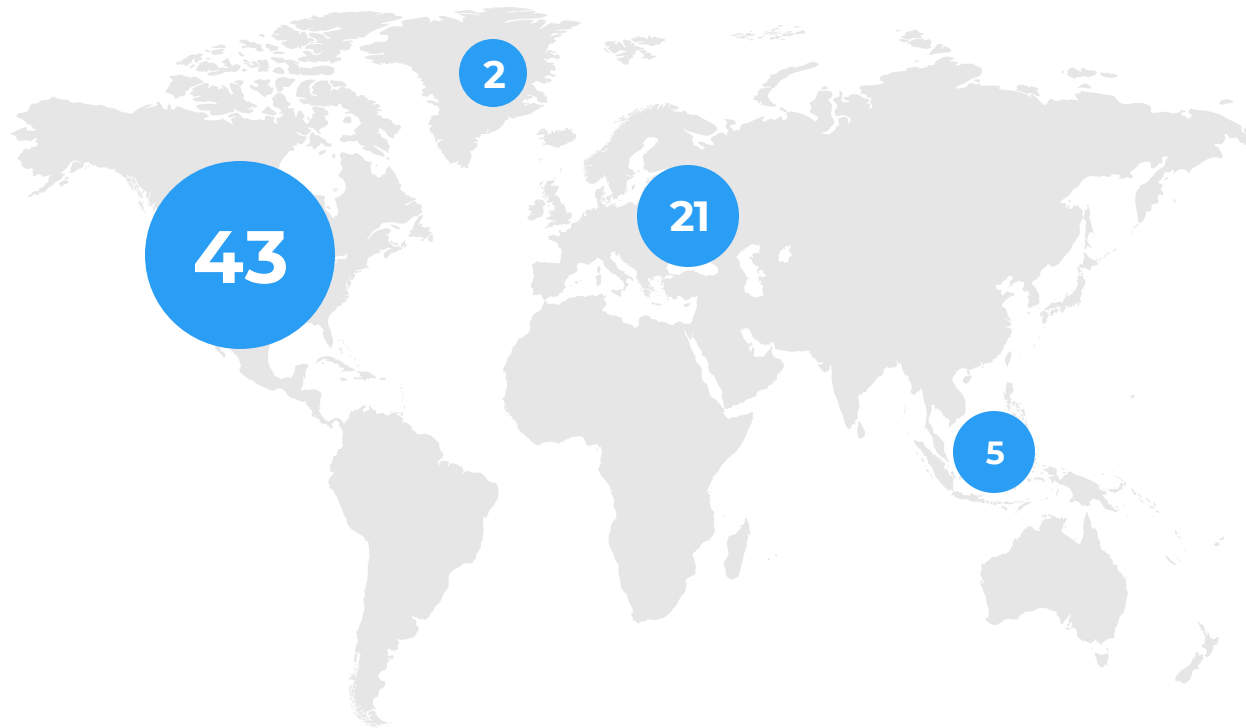


**Canada**

31 Projects



# Over 100 Projects



Over 100 projects showcase my expertise, each undertaken with utmost dedication and passion to achieve optimal results.  
Ready to take on even more challenges and accomplishments.



# Overview

My primary objective in every project is client satisfaction. Each endeavor is driven by a commitment to ensuring my clients are not just content but genuinely happy with the final audio product. Throughout my tenure in various companies, I consistently prioritized aligning my efforts with the overall goals of the projects, ensuring that the sound design not only met but exceeded expectations. My approach centers on creating experiences that resonate with both clients and project objectives, fostering a harmonious blend of creativity and purpose.



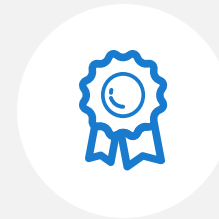
**306**

Completed Projects



**122**

Satisfied Clients



**8.8**

Goole Rating

# Awards



## Outstanding Achievement in Sound Design

VR Soundscapes |  
AudioTech Expo, LA,  
2020



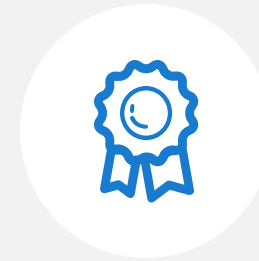
## Short Film Audio Excellence

Indie Film Festival |  
Austin, 2019



## Excellence in Game Audio Design

Game Audio Innovation,  
GDC San Francisco,  
2019



## Innovation Award for Spatial Audio Implementation

AES Convention, NYC,  
2021 - Spatial Audio  
Pioneer

# Testimonial

**“Exceptional sound design, meeting my requirements perfectly. It's an honor working with you, and I look forward to future collaborations.”**



**Sam Huss**  
Sword & Axe LLC

From our initial partnership, Michael impressed with unparalleled enthusiasm. His dedication to implementing surround sound has significantly elevated the quality of our projects.

**Igor Belym**  
1+1 Media



Super friendly and always adds a fun vibe to the team. Collaborating with him makes our work environment lively and tight-knit.

**Artem Ushchapovskyi**  
VOKI Games



# Thank You, let's get in touch!

