



# HZSMITH

**YOU WEAR THOSE HEADPHONES FOR A REASON!**

# ABOUT

We are a **fresh** new start-up built by **experienced** individuals. With **15 years of music production experience** and over **20 years of heavy gaming**, our lead composer and producer Mihnea Palaghiu (Mihu) founded **HZSMITH**, a video game music studio.

He studied performing instruments since childhood, emphasizing on classical, acoustic and electric **guitar** and later got into **electronic music production** and **vocal tracking**, releasing electronic music titles since 2013. His **passion** for video games converged with his musical **skills** when he decided to start **HZSMITH**. Since then, we had the opportunity to unleash his true potential as a **composer**, conducting the most impressive palette of sounds and instruments.



At **HZSMITH** we see ourselves as **blacksmiths**, forging the ideal weapon for your needs. Starting from your scenario, we create an audio story by **transposing your vision into audio frequencies**. Music always had the power to make us feel and live emotions that couldn't be explained by words or pictures. By forging the ideal soundtrack, we try to bring alive the whole game universe and **enforce the vision of the developers**. We believe that the most important aspect of our work is finding out exactly what the developer's vision is and create the **perfectly tailored** soundtrack to reinforce it.

# MUSIC & SOUND DESIGN PROJECTS

# MANIAC

Developer: Transhuman Design

Publisher: Skystone Games

Platform: PC (Steam)



**Our contribution:** 10 Soundtracks and 15 Buffers (*transitions*). [Click here to listen.](#)

**Developer's testimonial about us:** *Recommended for constant communication. Asking for feedback at every step of composing the game music, making sure the tracks we were doing are exactly as we wanted them to be. Creative approach! This excellent musician delivered us the best soundtracks for our game. Excellent, creative ideas, asked the right questions for the feedback and used the answers to make even better music. Exactly what my game needed!*

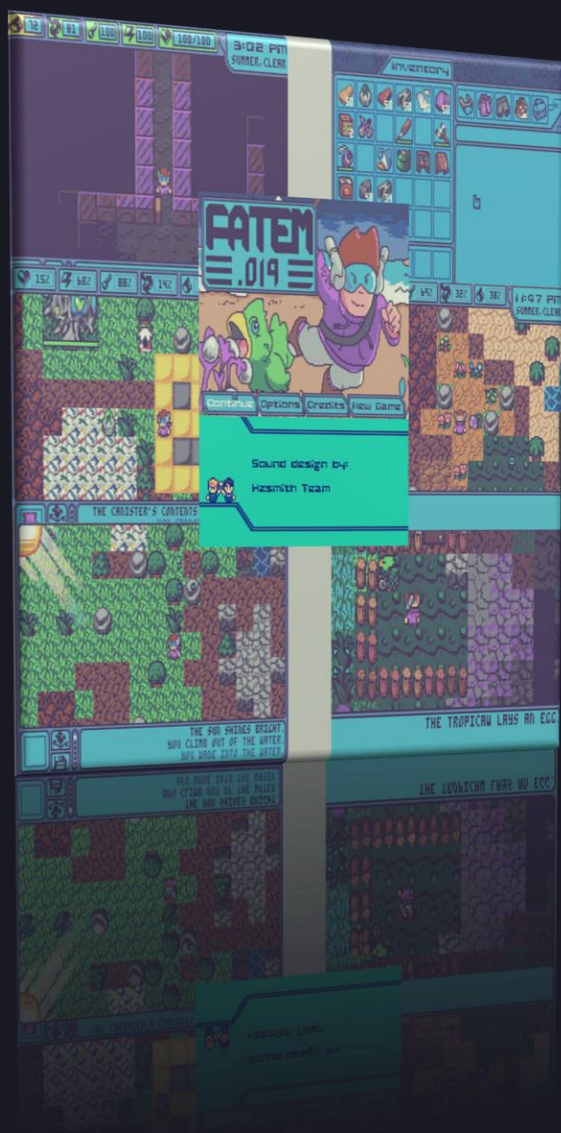
**Our take:** This project opened our eyes and made us realise how far can the creativity go when trying to merge 10 different soundtracks with 15 different buffers (*transitions*), giving the sound aspect of the game a whole new level of customization. As we were composing the soundtracks and the buffers with the game triggers in mind, we kept a detailed table for efficient communication with the developer and we included a final diagram to guide the implementation of each soundtrack with the different buffers.

# FATEM .019

Developer: HexaBlu

Publisher: TBA

Platform: PC



**Our contribution:** 116 Sound Effects and Sound Design and Soundtrack. [Click here to listen.](#)

**Developer's testimonial about us:** *Working with HZSMITH was phenomenal! They were very understanding about our busy schedule and questions about the process. The sound effects they created were brilliant, with multiple variants each. These guys really go above and beyond in every way, even creating bonus audio. They are amazing people and I highly recommend them!*

**Our take:** We loved working on this project because the game is one that we would play and it required GameBoy era sound design to it. The sound effects & design we created were reminiscent of the good old days of gaming, emphasizing a lot on the reduced bitrate of the, otherwise natural, sounds. The biggest challenge we faced while creating the SFX was to be able to express the required action of the sound effect with very limited resources, trying to respect the 8bit aspect of them with our modern hardware.



# MARVIN SURVIVOR

Developer: MetaStudio

Publisher: MetaStudio & MarvinINU

Platform: Android/iOS/PC



**Our contribution:** 6 Soundtracks and 45 Sound Effects. [Click here to listen.](#)

**Developer's testimonial about us:** *I recently had the pleasure to work with this highly skilled musician to create the music for my video game project. Throughout the process, he was a consummate professional, always prompt in his communication and receptive to my feedback. The music he created for the game was outstanding and effectively captured the intended mood and tone of the game. His talent and skill as a musician were evident in the final product, which greatly enhanced the player's experience. I would highly recommend him to anyone looking for video game music. His dedication to creating high quality music, attention to detail, and ability to work collaborative are the best I've seen.*

**Our take:** This project was one of our favourite yet, because it requested a rock & metal soundtrack. Prone to the fact that our lead composer and producer is a trained guitarist, it really challenged us to provide the best outcome possible. This project perfected our guitar and drum tracking and made us feel like teenagers again, banging some dope distorted guitar riffs!

# PRISON GANG WARS

Developer: Black Halo Games

Publisher: Black Halo Games

Platform: Android



**Our contribution:** 5 Soundtracks, 2 Sound Design Ambience Loops, 30 Sound Design Trigger Loops, 66 Sound Effects. [Click here to listen.](#)

**Developer's testimonial about us:** *Discussion was a breeze and they were able to come up with some incredible sounding music and sound effects, with nothing but a couple of ideas and images. Absolutely fantastic to work with! There was a good flow of feedback and updates with strong cooperative working! We will be back again!*

**Our take:** This project had a bit of everything requested from us. From 5 intense soundtracks, to the ambience loops and sound design trigger loops to the sound effects, we managed to create the entire sound for this video game (*except the voice-over*). The challenging part about this project was to compress every sound and track to be as small in size, short in seconds and intense in message as possible.

# HONOURABLE MENTIONS

VIDEO GAME	OUR CONTRIBUTION	PLATFORM	RELEASE DATE
Naga Storm	65 SFX 12 Soundtracks 5 Sound Design Loops	Android iOS PC	Early 2024
Squidy Journey	12 SFX 2 Soundtracks	Android	TBA
Dokudoki	10 SFX 5 Soundtracks	PC Android	December 2023
Hollow She	2 Soundtracks	PC	TBA
Feudal Scroll	2 Soundtracks	PC	TBA
Tropical Caffee RBX	4 Soundtracks	PC	October 2023
TT Brawlers	10 Soundtracks	Android iOS PC	Early 2024
Vampire Overlord Crawler	5 Soundtracks	PC	TBA
United Planetary Alliance	6 Soundtracks	Android PC	May 2023
Han Sun	3 Soundtracks 24 SFX	Android	April 2023
Kingdom of Riki	8 Soundtracks	PC	Late 2024
Carmikaze	2 Soundtracks 56 SFX	PC Android	Late 2023
Reverse Clock – The World of Dreams	2 Soundtracks	PC	December 2023
Bump & Trun	68 SFX	PC	TBA
DQD Fantasy	4 Soundtracks	PC	TBA
Tokyo Crime	2 Soundtracks	PC	TBA
Of the Foundation	2 Soundtracks	Android	TBA
Millionaire Project	4 Soundtracks 20 SFX	Web	March 2023
JoIDomino	18 SFX	Web	May 2023
Don't Starve Together Mod	2 Soundtracks 24 Sound Design Loops 50 SFX	PC	June 2023



# WHY US?

## THE RATES

We have **competitive rates** and apply **generous discounts** for complete video game soundtracks and sound design.

## THE HARDWARE

The **hardware** our studio uses is **top quality**, with tools made by *Native Instruments, Adam Audio, Arturia, Akai, Novation, Fender, Blackstar, Bugera, Ibanez, Orange, Universal Audio, Warm Audio, Audio-Technics, Rode, Roland* and many more.

## THE SOFTWARE

The **VSTs** we use include products from the **best crafters out there**, like *Sonuscore, Best Service, Arturia, Native Instruments, Alma Libre, XLN Audio, iZotope, Ozone, Steinberg, Fabfilter, Universal Audio, Sonaworks, Soundtoys, Xfer.*

## THE MUSIC GENRES

Our released soundtracks cover a **wide range** of **music genres** including:

8bit	Synthwave	Orchestral	Futuristic	Horror	Suspenseful
Rap	Hiphop	Medieval	Rock	Metal	Jazz
Ambient	World	Electronica	Funk	Trailer	Choral

## THE GAME GENRES

Our expertise with video game music covers a **wide range** of **game genres**, with experience so far in Soundtracks and Sound Effects for:

RPG & ARPG	Turn Based	Card Games
Shooters	Side Scrollers	Roguelike
Point & Click	Racing	Survival
Dungeon Crawlers	Sports	Puzzle
Platformers	Indie Story Based	Casual

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