

Igor Safronov

SOUND DESIGNER | AUDIO MIXER | DIALOG EDITOR



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Profile

Sound Designer, Audio Mixer, and Dialog Editor with over 10 years of experience in audio post-production, including television, film, advertising, and video games. I specialize in sound design, mixing, dialog editing, and ADR.

Proficient in Reaper and Avid Pro Tools, with experience in sound design, audio mixing, voice-over recording, and sound restoration. With a strong ability to adapt to new software environments.

Extensive experience both in the studio and on set, with a deep understanding of audio equipment setup, signal routing, and troubleshooting. Strong background in working with actors both on set and in voice-over sessions, ensuring high-quality dialogue capture and synchronization.

Familiar with broadcast audio standards and best practices, ensuring compliance with technical requirements for television and media distribution.

My goal for every project is to evoke the intended emotion and atmosphere while ensuring exceptional audio quality.

Portfolio

🔗 [Portfolio Youtube](#)

Work Experience

Wargaming | Sound Design Team Lead

2022 – Present

- Leading a team of sound designers, coordinating projects, and managing audio deliverables for game trailers, commercials, videos, and gaming content.

- Designing, mixing, and mastering audio for video projects, ensuring high-quality sound tailored to each medium.
- Collaborating with voice-over actors: directing recording sessions, editing, and integrating voice tracks into video and game content.
- Adhering to and enforcing audio standards and best practices to maintain consistency and quality across all media projects.
- Handling audio recording and sound design in both studio and on-location settings, utilizing a wide range of equipment and techniques.
- Working closely with other teams (developers, art department, producers) to ensure seamless integration of audio elements within the visual narrative of linear media.
- Managing and mentoring junior audio specialists, overseeing project timelines, and ensuring high-quality standards are met.
- Creating and delivering audio for media content (trailers, promotional videos, game cinematics) and integrating sound into the game environment for a cohesive experience.

TheSoul Publishing | Sound Designer

2019 – 2022

- Delivered sound design and mixing for a wide range of video content, ensuring high-quality audio output across various projects.
- Produced up to 10-15 minutes of sound material daily, consistently meeting tight deadlines without compromising quality.
- Streamlined workflows to optimize efficiency and ensure timely delivery while adhering to project requirements and standards.

Freelance | Sound Designer, Audio Mixer, Dialog Editor

2013 – Present

- Created sound design, audio mixing, and dialog editing for films, trailers, TV shows, commercials, and video games.
- Edited and restored audio, reducing noise and enhancing voice clarity.
- Worked in Reaper and Avid Pro Tools, ensuring high-quality sound production.
- Managed post-production workflows, collaborating with internal teams and external vendors to meet deadlines.

Skills

- Software: Reaper, Avid Pro Tools, iZotope RX, Waves, Fab Filter and more
- Sound Design: SFX creation, Foley recording, music editing
- Audio Editing: Noise reduction, voice enhancement, and audio restoration
- Mixing & Mastering: Ensuring high-quality sound for various platforms

- Dubbing & Voice Recording: Recording, editing, and syncing voice performances
- ADR (Automated Dialogue Replacement): Precise voice-over synchronization for film & TV
- Field Recording: On-location sound capture, boom operation, and wireless audio systems
- Technical Expertise: Audio equipment setup, signal routing, troubleshooting
- Project Management: Coordinating with creative teams, vendors, and localization specialists
- Ability to Adapt: Quick learner with a strong ability to adapt to new software environments

Education & Certifications

2019 - Sound Design Institute | Sound design in modern media

2021 - XSSR Academy - 2021 | Interactive Sound and Audio Middleware