

Nikita Mykhailov

Odesa • +38 (067) 225-26-03 • mykhailovnikita@gmail.com • linkedin.com/in/nmykhailov • nmykhailov.com(0xc3pti0n.info)

Audio Programmer

Game audio specialist with over 8 years of experience in sound design, creating immersive soundscapes and effects for diverse games. Expert in Reaper, Wwise, and Unreal Engine, I lead teams to deliver high-quality audio, integrating spatial audio and collaborating cross-functionally to elevate player engagement and storytelling. Now transitioning to an Audio Programmer role.

WORK EXPERIENCE

Rad Yarn • September 2025 - Current

Programming audio systems in UE5 C++ for an unannounced MMORPG project.

Audio Programmer • Full-time Remote Unreal Engine native audio.

Platforms: PC.

Sineus is a third-person MMORPG in a dark fantasy setting inspired by old slavic folklore made with Unreal Engine 5. It's still early in development.

- Audio systems programming with C++
- Gameplay audio programming with Blueprints/C++
- Tools scripting using Blueprints
- Audio optimization
- Sound design

Self-Employed(0xc3pti0n) • December 2024 - Current

Programming gameplay and audio systems in UE5 C++ for [Delta](#).

Audio Programmer • Full-time Remote Unreal Engine + Wwise.

Platforms: PC.

Delta is a first-person movement-heavy platformer game focused on physics-based traversal, speedrunning, and mechanical mastery.

A game that started as C++ learning project which grew to be much more.

- Audio systems programming with C++
- Gameplay audio programming with C++/Blueprints
- Gameplay programming with C++/Blueprints
- Audio optimization
- Sound design

Konstantin Knerik Studio • March 2025 - September 2025

Sound design for games like Song of Conquest, Cash Cleaner Simulator and more.

Sound Designer • Full-time Remote Unreal Engine, Wwise.

Platforms: PC, PS5, Xbox, Switch.

My work consisted mostly of sound design, sound implementation with Wwise, audio integration with blueprints, audio fixes and Wwise spatial.

- Sound design
- Gameplay audio programming with Blueprints
- Audio optimization

Dizzaract • May 2024 - March 2025

Project: Farcana (team based shooter arena)

Head of Sound Design • Full-time Remote Unreal Engine, Wwise.

Platforms: PC.

Led the development of audio soundscapes, managed outsource production and audio systems development for a competitive third person shooter Farcana.

- Continuous development of audio vision
- Stylistic Sound Design and audio integration using Wwise&Unreal Engine 5
- Audio systems development
- Audio team supervision

Nümi • February 2022 - November 2023

Lead Sound Designer • Full-time Remote Unreal Engine, Wwise.

Platforms: Mobile, VR.

- Continuous development of audio vision.
- Stylistic Sound Design and Cross-Platform Integration using Wwise&Unreal Engine 5.
- Audio optimization.
- Audio systems development.
- Audio team supervision
- External communication and supervision of voice talents.

Senior Sound Designer • Full-time Remote

- Stylistic Sound Design and Cross-Platform Integration using Wwise&Unreal Engine 4.
- Audio optimization.
- Audio systems development.

1C Entertainment • August 2019 - February 2022

Project: King's Bounty 2. (Open-World turn-based tactical role-playing game)

Senior Sound Designer • Full-time Moscow, Russia Unreal Engine, FMOD.

Platforms: PC, Switch, Playstation 4, Xbox.

- Immersive and informational sound design
- Cross-platform (PC, Switch, Xbox One, Playstation 4) audio implementation, integration and system design.
- Platform-specific optimization
- Various platforms TRC required audio content and systems modification
- Voiceover design, mixing and supporting

NetEase Games • April 2019 - April 2020

Project: Super Mecha Champions. (battle royale action shooter featuring mecha combats)

Outsource Sound Designer • Contractor Remote

- UX/UI sound design

Neurogaming • February 2018 - July 2019

Projects: World Of Tanks VR, RevolVR 2, Alpha CentaVR & ArtVR. (FP, TP Shooters, Adventures, Quests). .

Sound Designer • Full-time Moscow, Russia Unreal Engine, Wwise.

Platforms: VR.

- Sound design
- Audio implementation using Wwise
- Voiceover and music supervising and audio documentation design and supporting

CERTIFICATES & EDUCATION

Learn C++ for Game Development • December 2024 - Present

Udemy

EF SET English Certificate 75/100 (C2 Proficient) • February 2024 - Present

EF SET

Wwise-101 • January 2017 - Present

Wwise

Junior Specialist in Maintenance of Ship's Power Plant

Odessa Maritime College of Technical Fleet • September 2013 - September 2017 Odesa, Ukraine

AWARDS & SCHOLARSHIPS

Best AR/VR Game at Gamescom 2018

Gamescom 2018 (dualshockers.com)