

Valentyn Chumachenko

Game Sound and Tech Designer / Music Composer

8 years in games, live shows, and advertising — original audio from concept through implementation. Passionate about storytelling through sound and delivering immersive, emotionally driven content.



CONTACT

LOCATION

Odesa, Ukraine

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LINKEDIN

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WEB (PORTFOLIO)

vchaudio.com

LANGUAGES

- o English (B2+)
- o Ukrainian (native)
- o Russian (native)

EXPERIENCE

VCHAudio — Individual Entrepreneur

2017 — nowadays · Remote, contracts, freelance

Music composer and sound designer from my own studio

- ▶ Winner — International Motorfilm Awards, 2018
- ▶ Nominated — KISFF and Toyota, 2019

Argentics / Night Street Games

2025 — 2026 · USA, remote

Last Flag

Senior Sound Designer, Technical Sound Designer, Lead Audio Designer

- Sound design for a 5v5 hero shooter — abilities, weapons, UI, gameplay feedback, and MVP audio for 11 heroes.
- Wwise / UE implementation, dynamic HDR mixing, VO integration, foley, and marketing sound-to-picture delivery.

Moonray PBC

2021 — 2025 · USA, remote

Moonray: Battle Lands

Audio Producer, Principal Sound Designer, Technical Sound Designer, Audio Developer, Music Composer

- Full-cycle sound design and foley; Wwise + UE5 Blueprint systems, VO, and interactive real-time mixing.
- Original combat & menu music; character reveals and comic-book marketing; tuned for PC, Android, and PS5.

Broadcast TV channel

2020 — 2021 · Odesa, part-time

Live sound director

NLO TV

2019 — 2021 · Kyiv, remote

Cartoon series sound director, sound designer, foley artist, mix engineer

Fiverr

2019 — 2021 · Freelance

Music composer and sound designer

COURSES

Interactive audio & middleware — XSSR Academy, 2021

SKILLS

SOFTWARE

REAPER Unreal Engine Blueprint Wwise FMOD Perforce Jira Git Unity

CORE

Sound design Foley Rec/Edit Music composing Mixing & mastering Audio implementation VO editing & directing

SOFT

Creative thinking Team collaboration Detail-oriented Adaptability Communication Time management