Aliaksandr Zalesski

SOUND DESIGNER

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Portfolio: zalesski.com

Sound Designer focused on game audio, combining original sound creation and music with hands-on implementation in Unreal Engine and Unity. Selected work includes adaptive horror audio for Echoes of Death, full audio ownership on Argel, and spatial sound for a custom C++ engine.

Game Audio Projects

Echoes of Death

Sound Designer and Composer | UE5.5 prototype in development

- Shaped the horror soundscape with adaptive mixing and environment-driven variation; created reactive object audio that signaled an approaching threat.
- Built MetaSound and Blueprint systems for adaptive reverb tails, drone switching, AI dialogue routing and environmental triggers.
- Composed all in-game music, from atmospheric drones to spatial synthpop and techno tracks.

Argel

Audio Producer, Sound Designer and Composer | Bachelor's degree project, Warsaw Film School

- Owned the full audio pipeline in Unity and FMOD, creating all music and sound effects from MVP through Gold milestones.
- Led weekly audio reviews, coordinated with other departments, and delivered production-ready documentation.

Beyond the Asteroids

Audio Lead | Game jam

- Designed dynamic spatial soundscapes for a custom C++ engine and managed the full audio asset pipeline during a game jam.

FPS Game Audio Breakdown

Sound Designer | Call of Duty-inspired project

- Implemented Wwise audio for Unreal Engine 5 gameplay events and player actions, then documented the workflow in a project breakdown.

Additional Projects

Jumpees | Lead Sound Designer and Composer | Mobile puzzle game

- Created original music and sound effects for mobile; implemented and tested the audio in Unity using C#.

Arka Noego | Sound Designer | Multiplayer party game jam

- Created environmental and interaction audio in FMOD and Unity for a multiplayer party-game jam.

Professional Experience

Sound Engineer and Sound Designer

Polskie Radio S.A. and studio projects | 2020–Present

- Mixed live broadcasts and produced voiceovers, jingles, and promos for national radio.

Media Transform Audio Operator

IYUNO, SDI | Warsaw | 2022

- Edited, synchronized, and mastered audio for Disney+, Netflix, and Nickelodeon; handled international quality checks and revision feedback.

Sound Engineer and Production Manager

Radio WNET | Warsaw | 2020–2022

- Directed daily live audio operations and production scheduling for news, cultural, and entertainment programmes.

Music Producer

UHO Music | Children's cartoons

- Composed jingles and songs for children's media, including content with 50M+ YouTube views and 5M+ streams.
- Worked with animators and voice actors to synchronize audio with visuals.

Skills

Sound design & music: Foley, field recording, synthesis, sci-fi and ambient soundscapes; composition and arrangement.

Game audio: Wwise and FMOD; spatial audio, Rooms & Portals, adaptive mixing.

Implementation: Unreal Engine 5.5 (Blueprints, MetaSounds, Audio Components, Submixes); Unity audio integration and C# scripting.

Tools: Reaper, Ableton Live, Pro Tools; Phase Plant, Serum, Vital; Git.

Education

Warsaw Film School — BA in Game Design and Production

Academy of Film and Television — Diploma in Sound Engineering

"Wyrażam zgodę na przetwarzanie danych osobowych zawartych w niniejszym dokumencie do realizacji procesu rekrutacji zgodnie z ustawą z dnia 10 maja 2018 roku o ochronie danych osobowych (Dz. Ustaw z 2018, poz. 1000) oraz zgodnie z Rozporządzeniem Parlamentu Europejskiego i Rady (UE) 2016/679 z dnia 27 kwietnia 2016 r. w sprawie ochrony osób fizycznych w związku z przetwarzaniem danych osobowych i w sprawie swobodnego przepływu takich danych oraz uchylenia dyrektywy 95/46/WE (RODO)."