

PhilsHarmony / Philipp Kapusta

video game composer / sound designer / audio engineer

Contact

phil@philsharmony.com
www.philsharmony.com
linkedin://philsharmony
+49 176 61308427

Profile

Experience working with all audio-related content, orientation towards adaptive implementation and synergy between audio and video.
Excellent in teamwork as well as friendly, quick and positive communication.

Skills

Extensive

- Reaper
- FL Studio

Advanced

- Cubase
- Wwise
- Unity
- DaVinci Resolve
- BaseHead

Basics

- Audition
- Izotope RX
- Fmod
- Elias
- Unreal Engine
- Vegas
- Adobe Premiere

Languages

German - Native
English - Fluent
French - Basics
Slovak - Basics

Passions

- Piano since 1997
- Guitar since 2019
- Transcribing by ear
- Video Game Music
- Filming and Editing,
150+ videos [here]

work experience

2023–2024	Nementic Games Composer	Munich, Germany freelance
2023–2024	Harikoah GmbH Sound Designer, Composer	Munich, Germany freelance
2022–2023	RealmForge Studios, Audinity Sound Designer	Munich, Germany freelance
2022	DU& I Games Sound Designer	Munich, Germany freelance
2019–Current	Haze Games Composer, Sound Designer	Montreal, Canada freelance
2017–2020	Games Farm Audio Lead, Sound Designer, Composer, Audio Implementation	Kosice, Slovakia freelance
2017	East Works s.r.o. Sound Designer	Kosice, Slovakia freelance
2016–2017	Matsuko / Perihelion Interactive Sound Designer, QA	Kosice, Slovakia inhouse
2016–2017	Volcanicc Composer	Kosice, Slovakia freelance
2015–2016	WastedStudios Audio Engineer, Composer	Munich, Germany freelance
2015–2016	SureAI Junior Sound Designer, Composer, VO Implementation	Munich, Germany inhouse
2014–2017	Cubinauts UG Composer, Sound Designer, Audio Implementation	Munich, Germany freelance
2014	Cleverlize GmbH Composer and Sound Designer	Munich, Germany freelance

Music Reel My 2024 music demoreel can be found by clicking [here]
Sound Reel My 2024 sound design demoreel is available [here]

Project overview on the next page.

projects

2023–2024	Tobla - Divine Path [1st Person Puzzler] Soundtrack and Trailer Composition	Nementic Games
2023–2024	Azoa [Mental Health App] Sound design, Composition	Harikoah GmbH
2022–2023	Tropico 6 DLC (2x) [Strategy City Builder] Sound design	RealmForge Studios, Audinity
2022–2023	Dungeons 4 [Strategy, Simulation, RTS] Game sound design, trailer sound design	RealmForge Studios, Audinity
2022	Feed All Monsters [2D Puzzler] Sound design	DU& I Games
2019–Current	Fractal Space [First-Person 3D Puzzler] Audio design of immersive futuristic sounds and additional ingame music	Haze Games
2018–2020	[Cancelled] Project with publisher Funcom Audio lead, sound design, sound engineering, add. composing	Games Farm
2017–2018	Shadows Awakening [Fantasy ARPG] Full audio department responsibility. Sound design, implementation, mixing and mastering, Voice Over and music editing. Add. Composition First Places - Game of the Year 2018; BestPC/Console Game and Player's Award at Slovak Game Awards 2018	Games Farm
2016–2017	Hellmut: The Badass from Hell [Rogue-Like Action Shooter] Original Soundtrack Composition, adaptive implementation via Wwise First Place - Best Debut Game at Slovak Game Awards 2018	Volcanicc
2015–2016	Enderal: Shards of Order [Total Conversion Mod for TESV: Skyrim] SureAI SFX design, editing, mixing; VO editing, implementation; Add. Composing Multiple "Mod of the Year" Awards on ModDB.com. Gamestar 87/100	
2015	Magical Potions [2D Adventure] Composing music for ingame and trailer. Recorded and edited SFX Third Place in Visionaire Engine Adventure Game Contest 2015	University
2014–2017	Cubiverse [3D Puzzle/RPG app] Original Soundtrack Composition, trailer music, implementation and mix First Place - Bluebyte Newcomer Award, German Dev. Awards 2016 First Place - Best Newcomer Concept, German Game Awards 2016	Cubinauts UG

education

2012–2016	Bachelor of Science degree in Game Design Final grade: 1.8	Mediadesign Hochschule, Munich
2015	Write Like Mozart: An Introduction to Classical Music Composition	National University of Singapore, Online Course
2015	Introduction to Classical Music	Yale University, Online Course
2014	Introduction to Music Production, Developing Your Musicianship, Songwriting, Jazz Improvisation	Berklee College of Music, Online Courses
2011–2012	Computer Science for Media	Ludwig-Maximilians-University, Munich
2011	Computer Science	Ludwig-Maximilians-University, Munich