

PhilsHarmony / Philipp Kapusta

video game composer / sound designer / audio engineer

Contact

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Skills

Extensive

- Reaper
- FL Studio

Advanced

- Cubase
- Wwise
- Unity
- DaVinci Resolve

Basics

- BaseHead
- 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, 120+ videos [here]

Profile

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

work experience

2022–Current	RealmForge Studios and Audinity <i>Sound Designer</i>	Munich, Germany <i>freelance</i>
2022–Current	DU& I Games <i>Sound Designer</i>	Munich, Germany <i>freelance</i>
2019–Current	Haze Games <i>Composer, Sound Designer</i>	Montreal, Canada <i>freelance</i>
2015–2021	Cubinauts <i>Composer, Sound Designer, Audio Implementation</i>	Munich, Germany <i>freelance</i>
2017–2020	Games Farm <i>Audio Lead, Sound Designer, Composer, Audio Implementation</i>	Kosice, Slovakia <i>freelance</i>
2017	East Works s.r.o. <i>Sound Designer</i>	Kosice, Slovakia <i>freelance</i>
2016–2017	Matsuko / Perihelion Interactive <i>Sound Designer, QA</i>	Kosice, Slovakia <i>inhouse</i>
2016–2017	Volcanicc <i>Composer</i>	Kosice, Slovakia <i>freelance</i>
2015–2016	WastedStudios <i>Audio Engineer, Composer</i>	Munich, Germany <i>freelance</i>
2015–2016	SureAI <i>Junior Sound Designer, Composer, VO Implementation</i>	Munich, Germany <i>inhouse</i>
2014	Cleverlize GmbH <i>Composer and Sound Designer</i>	Munich, Germany <i>freelance</i>

projects

2022–Current	Dungeons 4 [Strategy, Simulation, RTS] <i>Game sound design, trailer sound design.</i>	RealmForge Studios and Audinity
2022–Current	Feed All Monsters [2D Puzzler] <i>Sound design.</i>	DU& I Games
2019–Current	Fractal Space [First-Person 3D Puzzler] <i>Audio design of immersive futuristic sounds and additional ingame music.</i>	Haze Games
2015–2021	Cubiverse [3D Puzzle/RPG app] <i>Original Soundtrack Composition, trailer music, implementation and mixing.</i> First Place - Bluebyte Newcomer Award, German Dev. Awards 2016. First Place - Best Newcomer Concept, German Game Awards 2016.	Cubinauts

projects

2018–2020	Unannounced project with publisher Funcom [cancelled] <i>Audio lead, sound design, sound engineering, add. composing.</i>	Games Farm
2017–2018	Shadows Awakening [Fantasy ARPG] <i>Full audio department responsibility. Sound design, implementation, mixing and mastering, Voice Over and music editing. Add. Composition.</i> 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] <i>Original Soundtrack Composition, adaptive implementation via Wwise.</i> First Place - Best Debut Game at Slovak Game Awards 2018.	Volcanicc
2015–2016	Enderal: Shards of Order [Total Conversion Mod for TESV: Skyrim] <i>SFX design, editing, mixing; VO editing, implementation; Add. Composing.</i> Multiple "Mod of the Year" Awards on ModDB.com. Gamestar 87/100.	SureAI
2015	Magical Potions [2D Adventure] <i>Composing music for ingame and trailer. Recorded and edited SFX.</i> Third Place in Visionaire Engine Adventure Game Contest 2015	University

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
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