



JAMIE BEKYAROVICH

GAME DEVELOPMENT | SOUND DESIGN | AUDIO IMPLEMENTATION |
CONTACT@JSX-GAMEDEV.COM | 647-864-7679 | TORONTO CANADA |
WWW.JSX-GAMEDEV.COM |

PORTFOLIO

Please Click The Link Below To Visit My Portfolio Webpage Where You Can Find More Info About My Work Along With Video Highlight Reels and Playable Demos.

www.JSX-GameDev.com

SKILLS

Software:

- Pro Tools (2010)
- Logic Pro X (2014)
- [Unreal Engine](#) (2021)
- Perforce Source Control (2021)
- Jira (2021)
- Unity (2024)
- FMOD (2024)
- Wwise Certified User (2024)

Programming Languages:

- C++ (2024)
- Bash/SQL/PHP

Musical Instruments:

- [Guitar](#) (2008)

Other Work:

- Guitar Instructor (2012-Present)
- Recording Engineer (2012-2014)

PROFESSIONAL EXPERIENCE

LEAD SOUND DESIGNER-PROGRAMMER • NON-EUCLIDEAN • 2025 - PRESENT

- Sole Audio Designer And Implementer Responsible For All Sound Systems In The Studios Vertical Slice For "War Fantasy"
- Defined The Projects Overall Audio Direction, Style, And Technical Standards.
- Designed And Implemented Weapon, Ambient, and Level Audio.
- Collaborated Directly With The Lead Developer And Composer To Align Audio Identity With Tone And Gameplay Pacing

LEAD SOUND DESIGNER-PROGRAMMER • OCTAVIAN STUDIOS • 2021-2024

- Head of The Audio Team For "Trinity Of The Fabled" (oversaw audio for the entire project)
- Managed Projects Yearly Audio Budget
- Oversaw Hiring of Composers, Voice Actors, & Sound Design Talent
- Programmed/Implemented All Audio Events into Unreal Engine
- Creation Of Custom Audio Assets
- Sourcing/Licensing of Sound Libraries for The Project
- Audio Conceptualization and Execution for a Wide Variety of Enemy Characters, Weapons, Levels, and More
- Ambient & Procedural Sound Design for All Levels
- Development of Interactive Music/Sound Design Systems
- Audio Mixing/Spatialization/Occlusion/Attenuation etc.
- Sound Design & Implementation for In Game Cinematics
- Worked With & Directed Composers to Achieve Amazing Music

SOUND DESIGNER / PROGRAMMER • G4SE • 2022-2023

- Designed/Implemented Level Audio
- Programmed Interactive Replicated Music Systems Based on Player Combat State
- Created & Implemented Gunfire SFX Systems
- Created & Implemented SFX For Various VFX Particle System

SOLE GAME DEVELOPER • PERSONAL PROJECTS • SEPT 2023-NOW

- [Echelons Of Desolation](#) (Solo Developed)
- [Primal Genesis](#) (Solo Developed in 2 weeks for Dino Jam 2024)
- Available To Watch or Download on My Portfolio Webpage www.JSX-GameDev.com



EMAIL



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LINKEDIN URL



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EDUCATION

COLLEGE

- APPLIED MUSIC PROGRAM • 2017 • MOHAWK COLLEGE

AUDIO COURSES / CERTIFICATIONS

- QUARTZ MUSIC SYSTEM • 2021 • EPIC GAMES
- UNDERSTANDING AUDIO MIXING & EFFECTS • 2021 • EPIC GAMES
- AUDIO DRIVEN GAMEPLAY • 2021 • EPIC GAMES
- SOUND AND SPACE • 2021 • EPIC GAMES
- DYNAMIC AUDIO • 2021 • EPIC GAMES
- AMBIENT & PROCEDURE SOUND DESIGN • 2021 • EPIC GAMES
- WWISE 101 FUNDAMENTALS • 2024 • AUDIOKINETIC
- WWISE 201 INTERACTIVE MUSIC • 2024 • AUDIOKINETIC
- WWISE 251 OPTIMIZATION & MOBILE CONSIDERATIONS • 2024 • AUDIOKINETIC
- WWISE 301 UNITY INTEGRATION • 2024 • AUDIOKINETIC

UDEMY COURSES

- UE5 BEGINNERS COURSE • 2021
- UE BLUEPRINT GAME DEVELOPMENT • 2023
- FMOD FOR GAME AUDIO • 2024
- C++ COURSE - FRANK MITROPOULOS • 2024
- UE5 VR DEVELOPMENT • 2024
- UNREAL ENGINE 5 C++ • 2025

OTHER ACHIEVEMENTS

- Accepted To Berklee College of Music (2014)
- Awarded Gibson Les Paul from Gibson Guitars (2014)
- Ed Bickert & Madeline Jazz Excellence Scholarship (2016)



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