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)
- Unity (2024)
- FMOD (2024)
- Wwise Certified User (2024)

Programing Languages:
- C++ (>1 Year) Learning
- Basic Usage of Bash/SQL/PHP

Musical Instruments:
- Guitar (2008)

Other Work:
- Guitar Instructor (2012-Present)
- Recording Engineer (2012-2014)

PROFESSIONAL EXPERIENCE

LEAD SOUND DESINGER / PROGRAMER • OCTAVIAN STUDIOS • 2021-2024
- Head of The Audio Team (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 / PROGRAMER • 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 & PROCEDULE 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
- FMOD FOR GAME AUDIO • 2024 • UDEMY
- UE BLUEPRINT GAME DEVELOPMENT • 2023 • UDEMY
- UE5 BEGINNERS COURSE • 2021 • UDEMY

CURRENTLY IN PROGRESS
- C++ COURSE – FRANK MITROPOULOS • UDEMY
- UE5 VR DEVELOPMENT • UDEMY

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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