

THE QUIETCLUB - SANZHAR YERALY

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SUMMARY

I am a composer and sound designer currently completing my degree in Information Systems at Kazakh-British Technical University - but my real focus has always been music and sound. Over the past three years, I have been self-taught, exploring composition, sound synthesis, and audio production across a wide range of genres.

What drives me is the connection between sound and system - whether it is a game world, a film scene, or any form of media. I specialize in atmospheric, memorable soundtracks and sound effects for video games, and I am equally passionate about scoring for film, advertising, and media.

I am looking for a project where I can apply my skills, grow as an artist, and contribute to something meaningful.

EDUCATION

6B06101 Information Systems (IS) - Kazakh-British Technical University

EXPECTED JUN 2027

Self-taught composer and sound designer since 2023

WORK EXPERIENCE

Freelance Composer & Sound Designer - Independent

2023 - PRESENT

- Original music and sound design for several indie games.

SELECTED WORKS

PORTFOLIO: thequietclub.com/my-worksSHOWREEL: thequietclub.com/showreel

SKILLS

COMPOSITION & PRODUCTION: Music composition · Film scoring · Game audio · Sound design · Arrangement · FL Studio · Reaper · Audio mixing & mastering**SOUND THEORY & SYNTHESIS:** Music theory · Orchestration · Sound synthesis · Psychoacoustics · Wave theory · Signal processing fundamentals**GAME AUDIO & INTEGRATION:** FMOD · Adaptive music systems · Interactive audio · Audio implementation**TECHNICAL BACKGROUND (additional):** C++ · Java · Python (basics) · JavaScript · React · Flutter · Swift