

Dmytro Nebesh

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Objective: To create and integrate sound for film, television, video games, and virtual/augmented reality.

Work Experience

Co-Music Director: SAPX Studio | 2021 – Present

Manage composers and sound designers
Implement interactive audio into game via Wwise
Determine sound palettes with game producer

Music For New Media Lab Assistant: JHU | 2020-Present

Deploy software and hardware updates on lab systems
Upload and edit recorded lectures
Assist students and maintenance in the new media lab room

Programmer: Baton X™ | 2020

A Startup VR company sponsored by school
Ran by Thomas Dolby and Marin Alsop
Responsible for creating a working VR prototype for the Oculus
Quest Developed system to timestretch audio in real time with Unity

Search Committee Representative: JHU | 2019 - 2020

Student Representative for a Faculty Search Committee
Participated in meetings and interviews with candidates
Helped select a new faculty member for Music for New Media

Skills

Digital Audio Workstations:

Logic Pro X, Pro Tools, Ableton, Reaper

Programming Languages:

C#, JavaScript, Java, Python, C++

Sound Design Creation:

Native Instruments Kontakt, Izotope, Massive

Audio Middleware & Game Engines:

Wwise, Unity, FMOD

Notation Software:

MuseScore, Dorico, Finale

Music Skills:

Composition, Music Theory, Piano, Percussion, Guitar

Languages:

English, Ukrainian

Awards and Grants

Max Q Podcast Theme Winner | 2020

Music played for Peabody's Max Q Podcast Season 2

9th out of 260 Overall GBJAM 8 | 2020

Score had to be written in one week

Fanny B. Thalheimer General Scholarship | 2021

Awarded for academic achievement in Peabody

Launch Grant for Hybrid Ensemble | 2021

Created proposal with budget sheet and timeline

JH Wavelengths Composition Contest | 2021

Music will be used in audio books

2nd out of 68 Overall Mini Jam 60: Crime | 2020

Music and Sound FX had to be done in a weekend

Credits/Projects:

Academic Projects

Hybrid Ensemble (2022)

Performance made up of live strings and live electronics

Civilization VI Mod: Ukraine (2022)

Capstone project for music for new media, all audio done by me

Films and Games

DEW (2022) – Composer and Sound Designer

Implementing sound via Wwise and Unity for indie game

Umoja (2021) – Composer

Composed a hybrid score for documentary film.

Rally for Votes (2020) – Arranger and Performer

Arranged political suffrage songs from the 1920s for a WebXR project

Person in A Big City (2020) – Composer

Composed a piano and guitar score for a documentary

Hear No Evil (2020) – Composer and Sound Designer

Mixed dialogue from ADR sessions, recorded and created foley

All Your Friends Are Going To Hell (2020) – Composer

Wrote metal song for 2D student animation

Koality Time (2020) – Composer

Composed a score for a 2D animation

MASH Note (2019) – Composer

Composed a jazz score for a live action student film.

Maeorra And The Visper Stone (2019) – Composer

Composed an Orchestral score for a 3D animation

Mother of The Year (2019) – Composer

Composed a piano score for a 2D animation

Game Jams

Dive Thou Demon (2021) – Composer and Sound Designer

Submission to Blackthornprod GAME JAM #3

Quantum Vault (2021) – Composer

Submission to ScorSpace Jam #11

Synth Pop Idle (2021) – Composer

Submission to Mix and Game Jam (2020)

No Trick Or Treaters (2020) – Composer & Sound Designer

Submission to Beginners Circle Jam #3

Free Candy (2020) – Composer & Sound Designer

Submission to Beginners Circle Jam #2

Pikupals: Picross + Aliens (2020) – Composer

Submission to GBJAM 8

Ancient Dream (2020) – Composer & Sound Designer

Submission to Mini Jam 61: Ancient Egypt

Jay Walker: Rogue Pedestrian (2020) – Composer & Sound Designer

Submission to Mini Jam 60: Crime

Heroes in a Hurry (2020) – Composer & Sound Designer

Submission to Mini Jam 59: Fortress

ASVT (2020) – Composer & Sound Designer

Submission to Ryan's Lil Jam V2

Education

Peabody Institute of The Johns Hopkins University

Bachelor of Music: Music For New Media

Minor: Music Theory

Anticipated Graduation: May 2022

Current GPA: 3.89