

## Gabriel Kassiotis - Game Audio Designer / Composer

Email: [kassiotisgabriel@gmail.com](mailto:kassiotisgabriel@gmail.com)

LinkedIn: [linkedin.com/in/gabriel-kassiotis-21b8bb344](https://www.linkedin.com/in/gabriel-kassiotis-21b8bb344)

Portfolio Website: [GabrielKassiotis.com](http://GabrielKassiotis.com)

Phone Number: +44 7732 941574

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“Mystic Traveler” Game Audio Implementation Reel: <https://youtu.be/1MBf9KWiygo>

3D Platformer Game Audio Implementation Reel: <https://youtu.be/3ORIGFILpuQ>

2D Sidescroller Game Audio Implementation Reel: <https://youtu.be/-CFHOGpozM0>

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Game Audio Designer and Composer specializing in FMOD integration, Unity implementation, and audio for 2D and 3D game projects. 8+ years of music production experience with professional releases, placements, and independent projects. Skilled in composing original music and creating custom SFX, with a strong ability to deliver adaptive audio systems that respond dynamically to gameplay.

Searching for game sound designer roles for console and mobile games. Cover letter available at request.

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### **Game audio experience**

Game Audio Designer - Unity / FMOD Projects

2023 – Present

- Implemented complete audio systems for 2D sidescroller and 3D platformer projects using FMOD and Unity
- Composed original game music and designed custom SFX including coin collection, wind ambience, footsteps, jumping, UI, and other character movement sounds
- Integrated audio events in FMOD, including randomized containers like footsteps, parameter-driven transitions and volumes, looping ambience, and adaptive music

- Built and organized Unity audio hierarchies, triggered FMOD events with emitters or through C#, and optimized levels for clean playback and performance
- Created responsive audio behaviour for player actions, environment interaction, and UI feedback

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## Music production experience

Producer / Composer - Freelance  
2018 - Present

- 8+ years of FL Studio, Pro Tools experience producing original music, SFX, and sound design.
- Professional placements with artists including Lil Double 0, Sahbabii, Baby Kia, Baby Drill, Yungeen Ace, Mac Critter, No Savage, Mykko Montana, Reese Youngn, FBL Manny, and ProfJam
- Song included on Lil Double 0 album "[Freebirdz](#)" (featuring Future), generating 300k plays on Spotify
- Song placed on ProfJam album "[MDID](#)" generating 300k plays on Spotify
- Sold numerous beats through BeatStars, with individual licenses reaching up to £250
- Created original loops and music content as a contributor for "The Melody App"
- Achieved 40k–100k+ views per track on YouTube beats

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## Technical skills

Skills:

FMOD • Unity • C# • Adaptive Music • SFX Design • Audio Editing • Mixing • Mastering • Field Recording • MIDI Programming

Audio Tools:

FMOD, Unity, FL Studio, Pro Tools

General Skills:

Project organization, implementation pipeline understanding, creative collaboration, music composition, crafting soundscapes

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## Software / Plugins

Nexus, Arcade Instruments, Scorch, PandX, FL Studio stock, FLEX, Sandbox, additional VST instruments and effects

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## **Education**

HND - Sound Production - Glasgow Clyde College

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