

SIMEON HRISTOV

Senior Sound Designer

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SUMMARY

Experienced Sound Designer (8+ years in interactive audio for games) with a proven ability to deliver high-quality audio from concept to implementation. Possessing a deep understanding of sound identity, immersive environments, and impactful storytelling, complemented by 15+ years in studio recording and mastering.

EXPERIENCE

Senior Sound Designer

Ubisoft 01/2021 - Present Sofia

- Contributed to the complete production cycle of AAA projects, from early concept development and prototyping through implementation, debugging, and post-launch;
- Implemented complex and dynamic sound features and systems, troubleshooting technical challenges and optimizing performance within engine constraints;
- Took full responsibility for the music integration of 'AC Dawn Of Ragnarok,' managing assets, implementing interactive systems, and ensuring seamless mixing;
- Spearheaded audio optimization efforts for the 'AC Mirage' iOS port, achieving significant performance improvements while maintaining audio fidelity;
- Collaborated with cross-disciplinary teams (design, programming, narrative) to define and implement the game's overall audio vision;
- Mentored junior sound designers, providing guidance on technical skills and creative approaches.

Sound Designer / Composer

Kyodai (Soedesco) 2016 - 2019 Sofia

- Composed, recorded, mixed and mastered the game's soundtrack;
- Managed dialogue and foley production, including recording and asset creation;
- Designed and implemented sound effects;
- Received two nominations for my work - Best Game Music in 2018 Game Audio Awards and Best Audio in 2018 CEEGA Awards.

Sound Engineer / Production Manager

Metropolis Bulgaria 2011 - Present Sofia

- Supervised sound team, technical systems, and stage management for events (10,000+ attendees);
- Managed artist bookings;
- Oversaw content production from recording studios and label including music, videos, advertisements and trailers.

Co-founder / Sound Engineer / Designer

Octave Collective Studios 2017 - Present Sofia

- Delivered comprehensive sound design and foley solutions for indie game projects, incorporating visual scripting techniques and Unreal/Wwise integration;
- Managed sound production for 20+ films, trailers, and features;
- Responsible for dialogue recording, foley, sound design, music composition, DSP, surround mixdown and mastering;
- Collaborated with local and international artists on music projects;
- Developed original SFX sample packs;
- Provided teaching and mentorship in audio.

EDUCATION

B.Sc. in Cognitive Psychology

New Bulgarian University 2012 - 2016 Sofia

- Specialisation in sound cognition

STRENGTHS



Critical listening

Extensive experience in sound design, mixing, and mastering has developed a keen ear for pitch, frequency, and subtle sonic details.



Collaborative Teamwork

Proven success in working within large, diverse teams, including mentoring and cross-departmental coordination.



Resilience & Problem-Solving

Demonstrated capacity to handle high-pressure situations, delivering sound solutions under tight deadlines and challenging circumstances.



Technical Curiosity

A drive to understand the fundamental principles of audio tools and technologies, beyond basic usage.

AAA PROJECTS

Assassin's Creed Shadows (2025)

- Crowdlife ownership, monetization ownership, fight and weapons, foley, ambience.

Assassin's Creed Mirage (2023)

- Cinematics, DS, GPI, crowdlife, ambience, audio porting and iOS optimization ownership.

Assassin's Creed Valhalla : Dawn Of Ragnarok (2022)

- Full production cycle as lead studio: archetypes and fight ownership, foley, DS, GPI, ambience, music system ownership.

TECHNICAL SKILLS

DAWs

Reaper (Expert), Nuendo (Advanced), Ableton (Advanced), Protools (Familiar)

Engines

Unreal (Proficient), Unity (Familiar), Ubisoft Anvil (Expert)

Middleware

Wwise (Expert), FMOD (Familiar)

Plugins

Fabfilter, Izotope, Killohearts, Waves, Soundtoys, Sound Particles, Melda, Krotos

Version Control / Project Management

Perforce, GIT, Jira