

Mariia Kovalenko

COMPOSER | SOUND DESIGNER | INTERACTIVE AUDIO

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SUMMARY

Recent Berklee graduate and composer/sound designer focused on interactive audio for games and immersive media. Built hands-on game-audio experience through interdisciplinary Berklee coursework with USC Games students, alongside independent exhibition work in Moscow. Skilled in Wwise, FMOD, Unity, Unreal, Foley, synthesis, and creative coding; summa cum laude (3.9 GPA) and EA Charting Change Award recipient.

TECHNICAL SKILLS

Interactive audio: Wwise, FMOD, MetaSounds | Engines: Unity, Unreal | Systems: interactive/adaptive audio, audio implementation, stereo/surround workflows

Audio production: Reaper, Pro Tools, Cubase, Logic Pro X, Ableton Live | Foley | analog/granular synthesis | recording, editing, mixing, mastering

Programming & creative tech: Python, JavaScript, SuperCollider, Hydra, Strudel | Notation: Dorico, Sibelius, MuseScore, Notion

SELECTED AUDIO PROJECTS

Audio Director | Wavelength - Berklee Course Collaboration with USC Games Students | May 2026

- Served as Audio Director for a Berklee course project developed with USC Games students, coordinating music and sound design, creative feedback, revision cycles, and final asset delivery.
- Worked with student developers on in-game audio integration and delivered assigned audio assets on schedule.

Composer & Sound Designer | Russian House - Independent Artist Collaboration, Moscow | Aug 2025

- Collaborated independently with a Moscow-based artist to create music and sound design for a design exhibition, synchronizing a linear audio piece with lighting cues to shape the installation's narrative arc from rural calm to Lenin-era tension.

Sound Designer | Voiceborn - Berklee Course Collaboration with USC Games Students | May 2025

- Created original sound assets for a Berklee course project developed with USC Games students, using custom Foley, analog synthesis, and granular synthesis to support atmosphere and player immersion.
- Collaborated with the student audio team and developers to align sound direction and asset delivery with production needs.

EDUCATION

Berklee College of Music | Boston, MA | Aug 2026

Bachelor of Music in Game and Interactive Media Scoring | Minor in Creative Coding

GPA: 3.9/4.0 | Summa cum laude | Dean's List (multiple semesters)

Relevant coursework: Wwise for Musicians, FMOD for Musicians, Programming Indie Game Sound, Advanced Mixing for GAIMS, Project Management for GAIMS, Live Coding, Programming in SuperCollider

Jazz Academy | Moscow, Russia | May 2023

Diploma in Music Performance (post-secondary specialized education)

AWARDS

EA Charting Change Award (2026) | Billy Strayhorn Jazz Education Award (2024) | Marion Kozodoy Scholarship (2026) | Berklee World Tour Scholarship | OBS Youth Scholarship

ADDITIONAL EXPERIENCE

Berklee Game Scoring Department Assistant | Berklee College of Music | Sep 2025 - Aug 2026

- Tested and updated class project templates and troubleshoot Wwise and Unity workflows for faculty.

Berklee Piano Department Assistant | Berklee College of Music | May 2026 - Aug 2026

- Supported department communications, social media, and student inquiries.

Hardware Technology Support Assistant | Berklee College of Music | Aug 2024 - Aug 2026

- Resolved hardware and equipment issues across classrooms, performance spaces, and campus events.

Advanced Piano Accompanist, Voice Department | Berklee College of Music | Jan 2024 - Aug 2026

- Collaborated with 200+ vocalists in a fast-paced academic and performance environment, supporting rehearsals and performances.

Berklee Global Jazz Student Assistant | Berklee College of Music | Mar 2024 - Jul 2024

- Coordinated event logistics and communications with artists, performers, faculty, and students.

AFFILIATIONS

Women in Games Ambassador | Women in Music Member