

Wioleta Wnorowska

Composer / Technical Music Designer / Sound Designer

CONTACT

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 VIDEO REEL

 PORTFOLIO

 LINKEDIN

ABOUT

I am a Warsaw-based composer, music producer (VOLA default), audio director, technical music designer and sound designer working across games, cinematic audio and electronic music. I build emotionally driven adaptive music systems for games and trailers, from composition and production to Wwise / Unreal Engine 5 implementation. My work combines music authorship, in-game technical execution, voice and sound design, team leadership and audio direction across gameplay, narrative and production pipelines. My work blends industrial electronic intensity with emotionally driven storytelling, combining technical systems thinking with a strong narrative focus.

WORK EXPERIENCE

Reikon Games

METAL EDEN

March 2019 - January 2026

Lead Composer / Audio Director / Technical Music Designer / Sound Designer

- Composed and produced the whole original adaptive score.
- Led the overall artistic vision for the game's audio, worked closely with the narrative team and directors on story delivery, collaborated with the gameplay team to shape tension, aggression and responsiveness, and managed the collaboration with Sonic Mayhem.
- Built the audio pipeline for a short production window, planned the work of the whole audio department, assigned tasks and coordinated feedback loops with gameplay, programming, production and direction.
- Implemented the full adaptive music system in Wwise and Unreal Engine 5, including hierarchy, states, RTPCs, transitions and in-engine mixing.
- Designed music behavior for exploration, combat, boss encounters and narrative beats, with direct in-game testing and debugging.
- Trained other team members in Blueprints and supported implementation workflows across disciplines when music and gameplay logic needed alignment.
- Recruited, supervised and reviewed audio work across the team while maintaining quality control and production momentum through release.
- Designed and post-produced all main narrative character voices, and supported selected UI, feedback and gameplay sound design tasks.

RUINER 2

July 2023 - July 2024

Composer / Technical Music Designer / Sound Designer

- Supervised sound design work and maintained overall audio coherence across the project.
- Implemented music systems and in-game music behavior for gameplay states and transitions.
- Prepared interactive music logic and tested music response directly in gameplay.
- Composed ambient music and atmospheric layers designed for interactive use.
- Worked on sound design and audio implementation.

AWARDS

- Digital Dragons Awards 2025 — Nominee, Best Polish Game Audio for Metal Eden

SKILLS

- Music composition
 - Music production and mixing
 - Sound design
 - Technical music design
 - Audio direction
 - VO design
 - Recording, editing and remixing
 - Electronic music across genres
 - Real choir composition and mixing
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SOFTWARE

- Ableton Live
 - Wwise
 - FMOD
 - Unreal Engine 5
 - Open to other tools and software
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STRENGTHS

- Technical
 - Independent and collaborative
 - Constructive feedback and creative direction
 - Strong audiovisual artistic sensibility
 - Audio pipeline planning and team leadership
 - Acoustically treated studio
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FAVOURITE INSTRUMENTS

- Moog Subsequent 37
 - Korg MS2000 / Minilogue XD
 - SOMA Pulsar-23
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EDUCATION

- **Frederic Chopin University of Music**
MA studies, Sound Engineering
Intercollegiate Multimedia Specialty
2011 - 2013
 - **The Academy of Fine Arts in Warsaw, Department of Media Art and Scenography**
MA studies, Media Art
2008 - 2013
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INTERESTS

- Hardware synthesizers
- DJ sets / Live acts
- Dogs
- Vogueing

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