

ADHARSH M

GAME AUDIO DESIGNER | SOUND DESIGNER | MUSIC PRODUCER

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GAME AUDIO & MUSIC PORTFOLIO: cazpieaudio.com

PROFESSIONAL PROFILE

Third-year B.Des. Game Design and Development student focused on game audio and sound design. Contribute audio to multidisciplinary game projects and create original music released under the artist name Cazpie. Use FL Studio for music production and Cubase for mixing and mastering, with additional experience across game design, development, Djing, and interactive-audio tools.

EXPERIENCE

GAME AUDIO & SOUND DESIGN | 2024-PRESENT

- Create sound design for game projects, with attention to gameplay feedback, atmosphere, and each project's creative direction.
- Collaborate on multidisciplinary projects; also contribute to game design and development on Durgavana.
- Co-produced "Tere Naam Gunje" with Avneet Dhaka for Home Invader (2026).

MUSIC PRODUCTION & RELEASES | ARTIST NAME: CAZPIE

- Produce and arrange original tracks in FL Studio, which I have used since 2020.
- Use Cubase for mixing and mastering, balancing track elements and preparing music for release.
- Release original music under the stage name Cazpie.

SELECTED PROJECTS

PROJECT	YEAR	ROLE / CONTRIBUTION
Aaji vs Mumbai	2026	Sound Designer
Knuckle House	2026	Sound Designer
Sync Pulse	2026	Sound Designer
Slime Time	2026	Sound Designer
Home Invader	2026	Co-produced "Tere Naam Gunje" with Avneet Dhaka
Durgavana	2025	Game Designer · Game Developer · Sound Designer
Good Knight	2024	Sound Designer

SKILLS & SOFTWARE

GAME AUDIO	Sound design · Audio for games · Interactive audio workflows
MUSIC	FL Studio — production · Cubase — mixing & mastering · Ableton Live
MIDDLEWARE	FMOD · Wwise
CREATIVE	Game design · Game development · Djing

EDUCATION

B.Des. — Game Design and Development | Third Year
Artemisia College of Art and Design (ACAD), Indore