

STANISŁAW NAJMIEC

PORTFOLIO OF SOUND DESIGNER



STANISŁAW NAJMIEC

Graduated from the AGH University of Science and Technology in Kraków where he studied Acoustical engineering. 11 years now, he is working as sound designer, audio editor, sound recordist and production sound mixer.

Starting from 2018 he began a career in game audio supporting teams of Duality Games, Artificer and most recently Parasight. He is responsible for the whole audio aspect of their games, dealing with sound design and audio implementation using Unreal Engine, Wwise and FMOD.

FILM POLSKI

VIMEO

About me

STANISŁAW NAJMIEC

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Davy x Jones - Unreleased

One man audio team - sound design and audio implementation via game director directions.

Sound design for this trailer along with mixing is also my soundwork.

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Demo gameplay.

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Unholy - Released in July 2023

Leading audio team, sound directing, sound design and audio implementation

"(...) I frankly can't praise the sound design enough: the sound mixing is finely-tuned and nuanced, so much so that you can glean accurate info on enemy locations and behavior without even looking at them (an obvious boon for stealth gameplay), and the implementation of a seamless dynamic soundtrack keeps your sneaking tense and exciting in every moment." - Caleb Pisoni, [pastemagazine.com](https://www.pastemagazine.com)

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Gameplay.

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Sumerian Six - Released in September 2024

Senioring in audio team, sound design, dialogue editing, sound effects, dialogue and music implementation.

"(...) I have similar praise for the sound work. The soundtrack is quite hummable, there's plenty of care taken with the audio cues, and there's some excellent deliveries from the voice actors." - Timothy "Urthdigger" Hyldahl, [gamerescape.com](https://www.gamerescape.com)



Gameplay.

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Tales of Tomorrow - Released in September 2022

Sound design and audio implementation

"I give it high marks for aesthetics, clean graphics with good lighting, and superb minimalistic sound/voice acting/music, all of which give heavy 2001: Space Odyssey vibes and build up a great atmosphere from the start." - mafia97, hg.unified.com



Gameplay.

GAMES

STANISŁAW NAJMIEC



Barn Finders - Released in June 2020
Sound design and audio implementation

*"A sense of reward came from the sounds of finding items or being near rare ones which I appreciated in the larger locations. Environmental sounds also play their part in making the audio work well for **Barn Finders**. From walking around the breaking up junk for resources, that sounds help the game feel more engaging."* - Mike Differ, thumbculture.co.uk

"The audio design is pretty well put together. Sound effects are perfectly executed for the most part with some humour thrown into the mix." - Jordan Campbell, completetextbox.co.uk



Sci-Fi level gameplay.

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Giants Uprising, game trailer from 2021
Sound design and mixing



Chernobylite, game trailer from 2021
Sound design and mixing

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Solus, short feature film from 2021
Music, sound design and mixing

MOVIES

PLEASE USE THE PASSWORD FOR ALL STANISLAW'S SHOWCASE - SNajmiec

STANISŁAW NAJMIEC

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JAN
HRYNKIEWICZ

PAWEŁ
TOMASZEWSKI

EWA
SKIBIŃSKA

słoń

FILM
KAMILA KRAWCZYCKIEGO

Słoń, feature film from 2022
Best film in the Microbudget Films Competition, FPFF
Dialogue edit, sound design and mixing

MOVIES

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ADAM

Series of commercials for Bracia Sadownicy from 2019
Sound editing, sound desing and mixing

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Koniec świata, Stand Up Polska tour trailer from 2019
Sound design and mixing

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KRZYSZTOF KOMANDER KINGA KRZEMIŃSKA

SIERŻANT CUFF 2

Sierżant Cuff 2, audiobook trailer / commercial from 2019
Sound editing, sound design and mixing

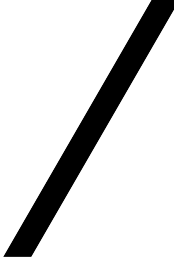
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Bartek Wąsik plays Ryuichi Sakamoto (live session)
Recording and mixing



Hello, Artifact commercial from 2018
Sound design and mixing



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