

ISMAIL DALGATOV

I have structured my projects systematically, with most of them involving minor changes such as address updates. All relevant developments and sources can be accessed from my repositories at /dev and /www. Additionally, I have created a portfolio showcasing my expertise in sound engineering, which can be found down below. I am currently integrating the forum into my gitlab instance. My ultimate objective is to merge programming and sound engineering with composition and sound design in the gaming industry, utilizing systems like Wwise that are integrated into Unreal Engine and Unity. My repertoire of DAWs is extensive, encompassing nearly all available options. Typically, my projects begin in Ableton or Reaper and are then consolidated into a unified symlink folder before being further developed using either Cubase or FL Studio, depending on specific project requirements.

- engineer.ismaildalgatov.com
- git.ismaildalgatov.com/dev
- git.ismaildalgatov.com/www
- github.com/ismaildalgatov/5-72
- 5-72.com

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