Pablo Wunderlich

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www.pablowunderlich.com

Portfolio

https://play.reelcrafter.com/pablowunderlich/mangolincreative
Password: wunderlich

- **Published Games:**
- Chronicles of Squiddick
    - Credits: Sound Design
    - Game link:
      https://squids.sleepless.com/examples/squiddick/
- Superstart Hockey:
    - Credits: Goal horn sound design. Designed multiple variations for the goal horn.
    - Game Link:
      https://apps.apple.com/ca/app/superstar-hockey/id1556321339
- Homebound Mudig:
    - Credits: Audio Director and Sound Designer: designed all sounds and implementation as well as guided all the audio direction.
    - This game is currently under production. Demo soon.
    - Game Link:: https://twitter.com/VanditGames
- Terrestrial
    - Credits: Sound designer for this game in development. Designed all the sounds and composed music as well.
    - Game link: TBD.
- Designed the game audio and won a game jam:
  https://nicolaslahorca.itch.io/lost-striders

SKILLS

DAW: My DAW of choice is Nuendo from Steinberg. I will use WaveLab for quick batch processing and Reaper as needed. However I usually prefer Nuendo for all my projects.

Video Editing: I use Davinci Resolve Pro 18.5.

IDE: Visual Studio. Godot.

Recording gear: MixPre6 as a field recorder. NTG5 as a professional mic for Foley Recording.

Coding languages: C# and GDScripts for audio systems implementation.

Instruments: Guitar. Moog One.

Audio interface: RME BabyFace PRO.

TECHNICAL SKILLS

Technical Sound Design – Wwise/C#/Blueprints

Technical Sound Design – FMOD/C#

CODING LANGUAGE SKILLS

C#

SONIC SKILLS AND COMPOSITION

Composer and sound designer for interactive media.

Recording Foley and other sounds, processing them, mixing and mastering sounds.

Mixing and Mastering Engineer graduated from Mixing And Mastering Academy (MAAT).

Guitarist.

SOFTWARE SKILLS

Nuendo DAW, Reaper DAW, WaveLab Mastering Suite
Spectral Layers
FMOD
Davinci Resolve

EDUCATION

ThinkSpace Education, Chichester — *MFA Game Audio and Sound Design*

September 2022 -Present

Undertaking an MFA in Game Audio and Sound Design at ThinkSpace University.

School of VideoGame Audio

July 2023 - Present

Wwise, FMOD, Unity, and Unreal demo reel and skill expansion.

Mixing and Mastering Academy, Germany — *Mixing and Mastering Engineer.*

September 2021-July2022

SPOKEN LANGUAGES

Spanish (native) English (native) German (advanced)