Pablo Wunderlich

music@pablowunderlich.com
www.pablowunderlich.com

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

Portfolio:

- Pablo Wunderlich Portfolio

EXPERIENCE:

- I am an experienced game audio artist for both sound design, music, recording, and implementation as well as scripting.
- Designed the game audio and won a game jam: https://nicolaslahorca.itch.io/lost-striders
- Designed and won 20 finalists of >3000 game jam submissions for Boss Rush game jam. Designed all the sfx and the interactive music. https://moisesjpelaez.itch.io/bunny-buster
- Designed multiple demo games using FMOD:
    - FMOD/Unreal Shooter – https://pablowunderlich.itch.io/fmod-integration-project
    - FMOD/Unreal Adventure– https://pablowunderlich.itch.io/stackorobot-fmodunreal-sound-design-demo
- Designed and implemented the game audio, sfx and music, into this unity project using scripts: https://play.unity.com/mg/other/build-ha7-1
- Wwise: Experience designing and implementing audio systems.

- FMOD - I am a skilled designer using FMOD. This middleware feels like home and it extracts the best in me in terms of creativity. Watch me design game audio on the demo reel submitted:

- Unity and C#: I am versatile with the Unity Engine and am currency a Junior in C# scripting. With ongoing learning my goal is to become flexible with C# to create complex scripting to implement Wwise, FMOD, or Unity audio using complex scripts.

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 2022.

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

Videocamera: GoPro10 with a Rode Mini 2.

Instruments: I play guitar and MOOG Subsequent 37.

Audio interface: RME BabyFace PRO.

SPOKEN LANGUAGES

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

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