

Thomas Kretzschmar

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Experience

Beyond Sports

Alkmaar, The Netherlands

TECHNICAL SOUND DESIGNER (UNITY C#)

Sep 2023 – Jul 2025

- Sole (technical) audio developer/ designer on a multidisciplinary team
- Integrated FMOD using a package-based structure
- Created a modular audio system with Unity's Inbuild Audio System
- Collaborated with Unity developers for audio integration
- Edited VO for a documentary and third party pitches
- Recorded and edited VO for VR/XR prototypes
- Designed and implemented sound effects for prototypes
- Built an adaptive FMOD music system driven by live match data

Cronos

Amsterdam, The Netherlands

UNITY DEVELOPER - INTERNSHIP

Sep 2019 – Feb 2020

- Developed a custom Bluetooth Low Energy (BLE) library in Android Studio
- Integrated BLE communication with Unity to support cross-platform prototyping
- Implemented trilateration and filtering algorithms to improve positional accuracy from sensor data
- Built a functional mobile prototype used for real-time demonstrations at conventions and trade shows
- Handled the full pipeline from low-level BLE handling to high-level Unity implementation

DiractIT

Almere, The Netherlands

C# DEVELOPER

Jun 2018 – Dec 2018

- Contributed to backend automation tools using C#, ASP.NET
- Assisted in optimizing internal systems for client-side workflows
- Gained experience working with legacy codebases and maintaining existing e-commerce infrastructure

Projects

Unity Game - The Frog Festival

Unity, FMOD, Studio One, Blender

I'M CURRENTLY DEVELOPING A COZY NARRATIVE-DRIVEN GAME IN UNITY, WHERE I HANDLE ALL GAME DESIGN AND AUDIO IMPLEMENTATION. I BUILT CUSTOM AUDIO SYSTEMS USING SCRIPTABLEOBJECTS AND INTEGRATED FMOD FOR ADAPTIVE MUSIC BASED ON IN-GAME CONTEXT.

kretzschmar - Independent Music Project

Studio One, Ableton, Pro Tools

AS AN INDEPENDENT MUSICIAN UNDER THE NAME KRETZSCHMAR, I'VE RELEASED A BODY OF WORK THAT HAS GARNERED MILLIONS OF STREAMS AND MAINTAINS A STEADY LISTENER BASE OF 30-40K MONTHLY ON SPOTIFY. I'VE PERFORMED LIVE AT VENUES SUCH AS MELKWEG (AMSTERDAM) AND COLLABORATED WITH ESTABLISHED ARTISTS ACROSS GENRES. ALL TRACKS ARE PRODUCED, MIXED, AND MASTERED INDEPENDENTLY USING DAWS SUCH AS STUDIO ONE AND ABLETON.

Education

University of Applied Sciences Amsterdam

Amsterdam, The Netherlands

BSC IN GAME DEVELOPMENT

Sep 2016 – Apr 2024

University of Arts Utrecht

Utrecht, The Netherlands

MINOR IN MUSIC TECHNOLOGY

Feb 2023 – Sep 2023