

# Victor Zottmann

## Audio Engineer & Content Creator

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36 Bertram Street, Chatswood, NSW 2067 | Ph: 0431 459 638 | zottmann.victor@gmail.com

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## Objective

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To obtain experience in a context where I can help customers learn and overcome technical problems by using my creative and technical backgrounds, as well as mentorship skills.

## Experience

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### DesigningSound.org | Volunteering (Remote)

July 2017 - December 2019

- **Junior Contributor** (2018 - 2019)
  - Contributed monthly with articles, interviews, reviews, tutorials and case studies on the art and technique of sound design.
  - Maintained effective and constant communication with team members to ensure that publications were delivered on time.
  - Provided readers with literal accuracy and content reliability.
- **Correspondent** (2017 - 2018) – Responsibilities were the same as the above, except that publications were not due monthly.

### Ignition Immersive | Part-time, Melbourne VIC

May 2017 - November 2017

- **Sound Designer**
  - Created immersive sound design for virtual reality experiences using spatial audio techniques.
  - Developed technical solutions for facilitating a more robust workflow to the audio team.

## Education

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### The University of Sydney

February 2019 - July 2020

Master's degree, Architectural Science (Audio and Acoustics) | Distinction (81 / 100)

### SAE Creative Media Institute

September 2016 - August 2018

Bachelor's degree, Audio (Post Production) | High Distinction (91.4 / 100)

- Led two small teams in assignments that demanded communicating with external clients and managing time effectively.
- Developed a major project based on a series of YouTube [videos](#) on audio education, which resulted in a chapter contribution for the [academic book](#) *Audio Education: Theory, Culture and Practice* (Chapter 13).

## Skills

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### Soft Skills

- Ability to work well under pressure
- Strong verbal and written communication
- Technical and creative problem-solving
- Ability to adapt to new technologies
- Effective teamwork and collaboration

### Hard Skills

- Project management
- Video production and editing
- Digital audio workstations
- Java programming language
- Creative and critical thinking