

Victor Zottmann

Junior Developer

[GitHub Profile](#)

[LinkedIn Profile](#)

Experience

DesigningSound.org | Volunteering (Remote)

July 2017 – December 2018

- **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.
- **Correspondent** (2017 – 2018)

Ignition Immersive | Melbourne, Australia

May 2017 – November 2017

- **Sound Designer**
 - Created immersive sound design for virtual reality experiences using spatial audio techniques.
 - Collaborated closely with the video production team to ensure that the projects met the desired quality.
 - Developed project management and technical solutions for facilitating a robust workflow to the audio team.

Education

Coder Academy | Sydney, Australia

October 2020 – Present (until August 2021)

Diploma, Information Technology (Web Development)

- Developed a Ruby on Rails web application focused on affordable academic book rentals, including store geolocation.
- Developed an interactive terminal-based calculator of room acoustics parameters.
- Developed a simple GIFs and Stickers search app with pure JavaScript over a two-day hackathon.

The University of Sydney | Sydney, Australia

February 2019 – July 2020

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

- Wrote a research paper on how some degradation factors in audiovisual material contribute to the perceived quality of both mediums.
- Designed the acoustics of 14 rooms for a hypothetical educational facility, including the sound isolation of wall partitions and HVAC noise control, in Microsoft Excel.

SAE Creative Media Institute | Melbourne, Australia

September 2016 – August 2018

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

- 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

Technical Skills

- HTML, CSS, Bootstrap, Figma
- JavaScript, React.js
- Ruby, Rails, PostgreSQL, Amazon S3
- Git, GitHub, Trello, Heroku, Netlify
- Documentation

Soft Skills

- Ability to work well under pressure
- Strong written communication
- Technical and creative problem solving
- Ability to adapt to new technologies
- Critical and creative thinking
- Strong work ethic