

FELIX MARINGER

AUDIO DESIGN

RESUME

INTRO ▼

Hi, I am Felix! Would be nice to meet you.

Growing up in a family full of musicians, I have always been surrounded by sound in all its facets. It quickly became one of my biggest passions and the older I got, the more I got interested in Video games, development of all sorts of media and programming. The wish to combine all those fields made me want to work in the video game industry. Besides my passion for audio in video games I also love to do different sorts of outdoor activities such as sailing, rock climbing, biking and white-water kayaking.

EXPERIENCE ▼



FREELANCER

April 2019

At the moment I am working as a freelancer on different interactive media projects together with companies like "Expanding Focus" or "EXCIT3D".
I'd consider myself a very positive and flexible person, always up for new adventures.



UBISOFT BLUEBYTE

September 2015 – April 2019

- Responsibility of handling projects
- Different fields of audio such as creating implementation systems, full voice-over process, designing sound assets, creating music systems, mixing a game to guidelines
- Working with different types of repositories as well as different engines, repositories and commonly used PM software
- Working on titles like Anno 1800, South Park The Fractured But Whole, The Settlers, ...
- Coding for non-coders (C++ and Java)



SYNTHESIS / PERISCOPE STUDIO HAMBURG

September 2014 – December 2014

- Voice recording, direction and editing
- Working with custom workflow for voice over production (Excel - VB) and help optimizeing it
- Working on games like Elda Scrolls Online, The Evil Within and Deponia

EDUCATION ▼



MMA - UNIVERSITY FOR APPLIED SCIENCE SALZBURG

October 2012 - June 2015

- MultiMediaArt is a project oriented study program, in my case focused on audio design
- Lessons in sound design, sound synthesis, field recording, mixing and mastering, composition and arrangement
- Working with a wide variety of different media forms



COMMUNITY SERVICE

September 2005 - Juli 2010

I had the opportunity to fulfil my community service within the emergency medical service "Rotes Kreuz" in Salzburg. During this time, I was trained in first aid techniques to become a paramedic but this time also taught me how to deal with stressful situations.



UBISOFT BLUEBYTE

September 2005 - Juli 2010

Focused on multimedia, this time provided the basis for my studies. Wevwere trained in different fields of media creation and programming such as Web Development, C++, C#, Javascript.



GENERAL INFORMATION

Name

Felix Maringer

Date of birth

21 november 1990

Address

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Website

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Email

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SKILLS

Nuendo / Cubase



Wwise



FMOD



Pro Tools



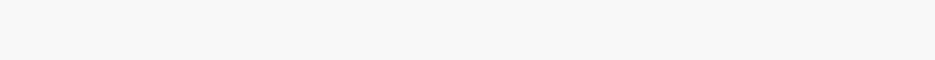
Reaktor



UE4



Unity



Perforce / Git

