

# Waldemar Sommer

Sound designer, Technical Sound Designer

sommer.waldemar@web.de  
<https://www.deadsilenceaudio.xyz/>  
+4917663420809  
Sachsen, 09119 Chemnitz

Sound designer focused on video games and interactive media, with 4 years in the industry. Specializing in sound design and technical sound design from interactive media and middleware integration to optimization and pipeline building. Solid experience working remotely with multidisciplinary teams. Full-cycle audio production: recording, foley, editing, mixing, mastering. Obsessed with my craft and improving skills, learning best practices, and growing as a technical sound designer.  
*Loyal Reaper zealot, with a strong tendency to automate the hell out of everything.*

## Work Experience

**Sound Designer, Technical Sound Designer** March 2025 – July 2025  
*Lime Studio | Remote [Unity + FMOD + Vivox Voice Chat]*

**Coop-Submarine Management Horror “UnderPressure” (itch.io)**

- **Led the audio team and owned** full-cycle sound design (excluding music) for a co-op submarine horror game.
- **Integrated Vivox voice chat into FMOD**, enabling spatialized proximity communication with real-time DSP (filters, reverb, attenuation) and dynamic mixing tied to gameplay states.
- **Built a reactive ambience system** reflecting submarine depth, integrity, and external pressure — using asynchronous layered loops and RTPC modulation.
- **Designed custom attenuation** curves to enhance proximity realism and prioritize critical gameplay cues.
- **Created dynamic mix states** based on submarine condition (death, low health, environmental hazards) to heighten tension and claustrophobia.
- **Delivered stable performance under 3% CPU usage**, with optimization of DSP chains, polyphony, and voice priorities.
- **Designed all non-musical sounds**: UI, player movement, machinery, environment, interactive elements, and ambient loops.

**Sound Designer, Technical Sound Designer** Nov 2024 – Present  
*Native Darkness Productions, LLC | Remote*

- **Delivered 6+ commercial sound packs** (≈180 assets each): led end-to-end SFX creation (concept → recording → editing → mastering), generating repeat business from 2 key clients.
- **Automated 75% of manual tasks** by scripting batch-processing tools (asset renaming, metadata embedding, loudness normalization), cutting team prep time by ~10 hours/week.
- **Implemented agile workflows** (sprint planning, story points) to structure and coordinate tasks for the next audio bundle to establish clear milestones
- **Co-led client pitches** as Technical Sound Designer, delivering technical assessments and tailored audio-integration strategies.

**Sound Designer, Technical Sound Designer** Nov 2024 – Present  
*Deep Matrix | Remote, Freelance, Part-time [Unreal Engine 5+FMOD]*

**VR Shooter “Dixotomia” (Steam, Meta Quest 2, Meta Quest 3, Meta Quest Pro)**

- **Sound design** asynchronous ambience loops across 6 core levels, various ambience sound cues, NPCs, Bosses.
- **Implementation** with RTPC-driven modulation and procedural layering (Scatterer Instrument), ambience controller.

**Technical Sound Designer, Composer** Sep 2024 – Oct 2024  
*Audio contest by Airwiggles | Remote [Unreal Engine 5+FMOD]*

**Arcade Shooter “Implementournament” (itch.io)**

- **Sound design** (shots, spaceship locomotion, range-based explosions, asteroids' whooshes). Around 150-200 assets, including variations.
- **Composition** (interactive music piece made to blend seamlessly into the game and enhance it). It is about 3-4 minutes long without repetitions.

## Skills

**Sound Design & Production:** Highly proficient in advanced recording techniques, sampling, synthesis, field recording/foley, mixing and mastering

**DAW & Tools:** Expert knowledge of Reaper (ReaPack, JSFX), Ableton Live, Izotope RX

**Middleware & Engines:** Wwise, FMOD, Unreal Engine 5 (UE5 Blueprints, Metasounds), Unity

**Game Audio Implementation:** Real-time audio integration, adaptive music, event-driven sound systems, custom audio pipelines

**Optimization & Performance:** Audio profiling, soundbank management, voice limiting, asset compression, CPU/DSP budget management

**Collaboration & Workflow:** Agile development (Git, Jira), cross-functional teamwork, clear documentation, iterative feedback processes.

## Education

**University of Applied Sciences Darmstadt**

2021 – 2025

**Bachelor of Arts**

Sound and Music Production

## Languages

**English** (C1)

**German** (C1)

**Russian** (native)

## Awards

**Winner “Best Retro-Vibe”**

*WASD Perelesoq Gamejam (2025)*

**Nominated for “Best Sound”**

- **Implementation** (FMOD events, Blueprints, dynamically controlled parameters custom Macros for Unreal Engine).
- **Technical maintenance** (profiling, performance optimization, voicings management). 2% CPU usage at most intensive moments.
- **Mixing and mastering** (bus organization, routing, sidechain compression)

*SibGameJam (2024)*

## Audio and Music Design Intern

Sep 2022 – Mar 2024

*TxK Gaming Studios GmbH | Remote [Unity+FMOD]*

### *TTRPG Simulator VR “Dungeon Full Dive” (Steam)*

- **Handled full-stack audio production.** Delivered sound design, interactive music composition, technical implementation, profiling, optimization, and final mixing.
- **Built a hyper-realistic impact audio system**, inspired by high-end Kontakt libraries: layered multiple material types, surface conditions, and velocity variations to achieve dynamic, authentic feedback for melee and simple actions.
- **Designed and implemented a modular Soundboard for Dungeon Masters**, featuring dozens of standalone ambiences (wind, waves, birds, ship creaks) with 4 adjustable intensity levels, plus a dynamic multi-layered music system.
- **Optimized Wwise performance**: solved bugs, managed voice priorities, and debugged CPU spikes to maintain low memory footprint and stable VR performance.
- **Authored extensive documentation**, wrote and maintained large parts of the GDD regarding audio systems, middleware integration, and dynamic audio features.
- **Tight integration with dev teams**: worked daily with programmers and game designers to solve gameplay-audio sync issues, optimize performance, and support feature design.

## Sound Designer, Audio Lead

Mar 2023 – Jul 2023

*University Project | Darmstadt [Unreal Engine 5+Sound Cues]*

### *3rd Person Action “Land Of Fey” (Itch.io)*

- **Sound design** (Ambience, UI, Abilities, Enemies)
- **Directing** the overall soundscape of the game
- **Managing audio team** (educational meetings, feedback, maintaining documentation, audio asset library database, and time management)
- **Technical implementation** (sound cues, mixing, dynamic reverb)

## Sound Designer, C# Programmer

Mar 2023 – Jul 2023

*University Project | Darmstadt [Unity+FMOD]*

### *Walksim “Toska” (Tech-Demo)*

- **Developed interactive audio** for a Unity-based art game, specializing in spatial and 3D audio.
- **Designed and implemented a 7.1 surround** sound environment using Wwise and Wwise Spatial Technologies (Wwise Reflect)
- **Wrote C# scripts** to integrate game logic with audio triggers, enabling real-time adaptive soundscapes.
- **Conducted spatial mixing** and balancing to optimize the player’s auditory experience in virtual environments.

## Composer, Music Producer

Jan 2016 - Present

*Freelance*

*Orange Cast (Steam), Былина (short film), 100 Градусов (short film), Бабочка (short film), Морфо (short film)*

- **Composed original music** across genres (electronic, orchestral, rock) for indie game projects and short films.