JOHANNES WAGNER
AUDIO DESIGN

About Me

I distinctly remember sitting in my cousin's cellar as a kid, tinkering with **Reason 4.0** - my first real **music software**. We had just discovered you could **flip the virtual rack** and look into the backend of the devices, patching away with cables and connecting those machines together in all kinds of ways. I was puzzled. But intrigued.

That **curiosity** never left me. To this day, I love to explore if there is a **hidden menu** somewhere, or if I can find something similar to a **Missingno** hidden away under that innocent-looking button. This kind of **detective work** - digging into systems to understand how everything fits together - is exactly what draws me to **game production**. I want to be part of teams where I can **explore, connect, and build** these intricate systems and worlds together with others.

After studying **MultiMediaArt**, I worked in **sound design**, **on-location recording**, and **videography/editing**, which led to a role as **Video Editor** at **Red Bull Media House**.

In 2021, I transitioned into **game audio** after completing:

- Official **Wwise courses - 101/201/301**
- **Unity Junior Programmer Course**
- many UE4 courses, a.o. *"Ambient and Procedural Sound Design"*

I then applied my skills at **Ubisoft Bluebyte GmbH** (remote) and **Larian Studios** (hybrid), and started teaching at **University FH Salzburg**. Since then, I have:

- Designed **interactive sound installations**
- Become a **Wwise Certified Trainer (110) for University**
- Taught **FMOD + Unity**, **Wwise**, and **UE5 (Metasounds)**
- Coached students on **technical** and **creative workflows**

Beyond Work I DJ experimental electronic music, primarily footwork-induced jungle-noise-techno, and participate in art projects with artists from the fields of sound, visuals, performance, dance, and theater.

Experience

since 2023 **University FH-Salzburg**
Lecturer for Interactive Audio & Sound Design

- Teaching Courses covering FMOD, Wwise, Unity (C#) & Unreal (BP)
- Wwise Certified Trainer (101, 110, 135)
- Set up multipurpose Audio-Lab, managing Installation for 21 seats
- Helped maintaining Dolby Atmos mixing studio
- Researched and invited external lecturers, for best fit to our programme
- Set up 4 courses related to Game Audio (BA&MA)

since 2022 **Johannes Wagner Audio Design (Salzburg)**
Audio-Designer, self-employed

- worked among others for: Larian Studios Dublin, Ubisoft Blue Byte
- Middleware Implementation (from small projects to AAA)
- Cinematic Sound Design, Node Based Programming, Implementation and optimization
- Interactive Installations, exhibits in art spaces and galleries, live performances

2017 - 2021 **PPS / Red Bull Media House GmbH (Salzburg)**
Senior Video Editor / Sound-Designer / Producer

- Worked for Red Bull related projects and different inhouse departments
- Supervised and helped other Video Editors + final check of QA before broadcast of movie trailers
- Communicated with the Marketing Department and external clients, to ensure highest quality for advertising video. Edited advertisements for clients such as: KTM, BMW, Audi, ...

2018 - 2021 **SUPER Initiative (Salzburg)**
Vacancy Scout for NGO in the region of Salzburg

- Searched empty buildings and spaces, contacting owners to discuss possibilities to turn those unused spaces into art galleries and social spaces. Program funded by the City of Salzburg

2016 - 2017 **RedBullMediaHouse (Salzburg)**
AV Q&A

- Checked Global Ingest of RedBull Content, making sure broadcast compatibility, codecs, R128, and 30 other parameters were in line with the Audio and Video Content Pool of RedBull

2015 - 2017 **Guitar & Accordion Teacher**

2014 **4earstudios (Vienna)**
Internship

- Prepared studio setups / voice recording & mixing assistant
- Learned analog studio workflow, soldering

Skilled In Reaper, Wwise, Unity (C#), FMOD, UE5 Metasounds, Nuendo, Ableton Live, Premiere Pro, Max/MSP, vvvv ...

Education

2012 - 2017   **University of Applied Sciences Salzburg** *- Bachelor, Master*
-      MultiMediaArt - Audio

2011 - 2012   **Community Service BKH Kufstein**

2006 - 2011   **HTL Jenbach: Machine- and Plant-Engineering**

Recent Exhibits and Performances @

Urban Lab Klagenfurt, Klagenfurter Ensemble, Robert Musil Institut, Leerer Hof am Wallersee, Schmiede Hallein, The Factory, Kerzenfabrik, MARK Salzburg, Galerie 5020, Galerie proArte, Gallerie KG Freiräume, Avgeist Festival, Jazzit