



**JOHANNES
WAGNER**
AUDIO DESIGN



Hi, I'm Johannes

I would describe myself as an acribic producer and creative inventor. I am currently self-employed as an Audio Designer, creating new possibilities for Interactive Game Audio

EXPERIENCE

- since 2023 **Audio Lecturer @ FH-Salzburg**
Interactive Audio & Non-Linear Composition
- Teaching Courses covering Fmod, Wwise, Unity (C#) & Unreal (BP)
 - Wwise Certified Trainer (101, 110, 135)
- since 2022 **Johannes Wagner Audio Design (Salzburg)**
Audio-Designer, self-employed
- worked among others for: Ubisoft Blue Byte, Larian Studios
 - Middleware Implementation (from small projects to AAA)
- 2017 - 2021 **PPS / Red Bull Media House GmbH (Salzburg)**
Senior Video Editor / Sound-Designer / Producer a.o.
- Working for Red Bull related projects and different departments
- 2014 **4earstudios (Vienna) - Internship**
- preparing studio setups / voice recording & mixing assistant
 - analog studio workflow, soldering

SKILLS

Reaper, Wwise, Unity (C#), FMOD, Octatrack, UE5, Cubase, Ableton, ...

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**