MATIAS FISCHER

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PROFESSIONAL SUMMARY

Technical Sound Designer with a Bachelor's Degree in Video Game Developement, specializing in adaptive audio systems, middleware integration, and gameplay-responsive sound design. Proficient in FMOD, Wwise, Unity, and C#, with a background in music production and interactive audio architecture.

TECHNICAL SKILLS

- Audio Middleware: Wwise (Proficient), FMOD Studio (Proficient)
- Programming: C# (Proficient), C++ (Intermediate)
- Game Engines: Unity (Proficient), Unreal Engine 5 (Intermediate)
- Audio Production: Pro Tools, Cubase, DSP, Adaptive Music Systems, Sound Synthesis

PROJECTS

Dancing Forward | *Unity & FMOD Studio*

- Implemented a fully adaptive audio system using FMOD Studio and C#, creating a seamless synchronization between game logic and sound events.
- Scripted custom C# behaviors to modulate musical tempo according to player's skills

Interactive Audio Architecture Prototype | *Audiokinetic Wwise*

- Designed a complex non-linear audio hierarchy utilizing Random, Switch, and Blend Containers to maximize variation and realism.
- Configured RTPCs (Real-Time Parameter Controls) to drive dynamic weather systems and adaptive music layering independent of game engine logic.
- Structured and organized SoundBanks to demonstrate efficient asset management, event batching, and logical hierarchy organization.

EDUCATION

UADE (Argentine University of Enterprise) 2022-Apr, 2026
Bachelor's Degree in Video Game Development

EMBA (Buenos Aires Music School) 2020-2022
Associate Degree in Music Production & Sound Operation

EMBA (Buenos Aires Music School) Apr, 2025-Dec, 2025
Higher Diploma in Sound for Images

LANGUAGES

- Spanish (Native)
- English (Proficient)