

Education

[FH JOANNEUM](#)

Master's of Arts, Sound Design

Since 2025-09

[Hochschule für Musik Karlsruhe](#)

Bachelor of Arts, Music Informatics (Major) / Musicology (Minor)

2021 – 2025

- Hands-on experience with spatialization (Ambisonics, VBAP, WFS), sound design, and [live coding](#) across numerous projects

[Justus-von-Liebig Gymnasium Neusäß](#)

University Entrance Qualification (Abitur)

2011 – 2013

[Grundschule Aystetten](#)

2011 – 2013

[Grundschule Otterfing](#)

2009 – 2011

[Gyeongnam International Foreign School](#)

International Elementary School

2008 – 2009

- Early and extensive exposure to the English language at young age

Experience

Game Development, Sound Artist, System Administrator

2024-10 – 2025-08

[Studio Fluffy](#)

- Developed decision-making systems for non-player characters (NPCs) in the video game 'Little Lisu'
- Sound artist in the media art projects '[Substance](#)' and '[Imaginat](#)' by [Chiharu Koda](#), endowed by [Studio Hö](#)
- Server architecture performance optimization and assembly of a Stable Diffusion PC

Setup Assistant, [Events Department](#)

2024-08 – 2025-02

[ZKM](#)

- Assisted in setting up a wide variety of events as part of a team

Tutor for Python & SuperCollider

2023-10 – 2025-03

[Hochschule für Musik Karlsruhe](#)

- Taught Python and SuperCollider to convey abstract concepts in creative programming

Projects (Selection)

STEM, Performer / Organization

2024-01 – 2024-12

- Part of the organizing team, performed a drum and bass set together with [Till Bechtloff](#)

HIGH STRESS, Live Coder

2023-05 – 2023-06

- Collaborative live coding performance with the guitar robot [Hellgå Tarr](#), together with Mads Ole Clasen and [Till Bechtloff](#) at the Karlsruhe Science Festival [EFFEKTE](#)

RISK, Organizing Team

2022-04 – 2022-12

- General organization with a focus on print promotion of the event

Recording Project, Recording Supervisor

2022-05 – 2022-10

- for the album '[Bach's Lübeck](#)' by [Andreas Kammenos](#)

Skills

Programming Languages: [Python](#), [Rust](#), [Type-/JavaScript](#), [C](#), [Common Lisp](#), [Nix](#)

Creative Programming: [SuperCollider](#), [Max/MSP](#), [PureData](#), [OpenMusic](#), [Hydra](#), [TidalCycles](#) / [Strudel](#)

DAWs: [Ableton Live](#), [Reaper](#), [Avid Pro Tools](#), [Bitwig Studio](#), [Logic Pro](#), [Audacity](#)

Tools: [Neovim](#), [FFmpeg](#), [ImageMagick](#), [Git](#), [SSH](#), [SoX](#), [Blender](#), [Typst](#)

Interests

Playing in bands (drummer, bassist, guitarist, vocalist, songwriter)

Since 2020

Homelab

Since 2024

Soccer

Since 2010

Mario Kart DS

Since 2009