



About Me

I am a game audio designer for video games and other interactive media with focus on technical sound design and music design.

Over the past 7 years I had the privilege of working on many interesting projects. I strive to create immersive audio experiences by creating high quality assets and reliable, flexible audio systems.

Skills

Wwise | FMOD
Unreal | Unity
Reaper | iZotope RX
C# | Blueprints
Optimization for Consoles
Source Control
Problem Solving
Communication & Teamwork

Languages

German (native)
English (fluent)
French (basic)

Contact

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[My Website](#)

Katharina Bär

Game Audio Designer

Work Experience

ZA/UM Studio

03/2023 - present

Technical Sound Design

Music Design

- ZERO PARADES: For Dead Spies (2026)
- Disco Elysium Mobile (2025)

Freelance Work

06/2021 - 03/2023

Sound Design
Implementation

- VR Escape Room | UniGlow Entertainment (2022)
- Call of Prev | Cultures Interactive e.V. (2022)

Boom Library / Dynamedion

01/2021 - 05/2022

Sound Design
Technical Sound Design

- Audiokinetic Strata: Magic Library
- Audiokinetic Strata: Robotic library
- Frosthaven Audio Narration
- LOTR Gollum (2023)
- Monopoly Madness (2021)
- and more!

Mirevi

07/2019 - 01/2021

Technical Sound Design

Sound Design

- Hanging Gardens of Babylon (2020)
- Wirtschaftswoche VR (2019)

Education

Hochschule Düsseldorf / RSH Düsseldorf

2014 - 2020

Bachelor of Engineering (Ton und Bild)