

ANDRÉ MOLKENTHIN

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ABOUT ME

More than six years of experience in AAA and VR game audio production, combining **technical** precision with **creative** storytelling. Highly proficient in **sound design, implementation**, and system-driven audio development across **multiple** engines and pipelines. Skilled in bridging **artistic vision** with **technical execution** to craft immersive, responsive soundscapes. Passionate about shaping virtual worlds through sound and pushing the boundaries of interactive audio.

SKILLS

Middleware	■■■■■	Field Recording	■■■■■
Reaper	■■■■■	Music Production	■■■■■
Sound Design	■■■■■	Library Work	■■■■■
Game Engines	■■■■■	Scripting	■■■■■
Source Controls	■■■■■	Project Management / Jira	■■■■■

EDUCATION

University of Applied Sciences ▪ Darmstadt, Germany

SOUND AND MUSIC PRODUCTION (BACHELOR OF ARTS)

2017 – 2023

Focus: Interactive & Linear Audio, Game Sound Design, Spatial Acoustics.

Thesis: Spatial Acoustics in 3D Games – A Comparative Study of Wwise Spatial Audio and Project Acoustics Workflow and Efficiency.

>> [Publication](#) <<

University of Applied Sciences ▪ Hamburg, Germany

SOUND VISION GAMES (MASTER OF ARTS)

2026 – 2027

Research Focus: Designing Audio for Combat Feel – Exploring how sound shapes impact, agency, and player response in action games.

WORK

REMEDY ENTERTAINMENT: CONTROL RESONANT

03/2025 – 03/2026

- Designed advanced **locomotion**, **Foley** and **footsteps** systems.
 - Supporting **motion matching** and **navigation**.
- Designed **interactive objects** behaviours balancing clarity and narrative.
 - Tailored **sonic identities** for the four factions: Hiss, Hedron, Mold, FBC.
- Authored and designed **physics** audio for **destructible** and **interactive** props.
- Developed **weapon** and **explosion** audio for impactful, readable combat.
- Created dynamic **ambience**, **wind**, and **weather** designs enhancing immersion.
- New source material **recording** expanding the **internal sound library**.
- Presented audio features in cross-team **show & tell** sessions.
- Shared **workflows** within the audio team to improve efficiency and consistency.

STRIKING DISTANCE STUDIOS: THE CALLISTO PROTOCOL

03/2022 – 08/2022

- Designed complex **creatures** in close collaboration with the Foley team.
- Tagged creature **animations** for precise sync with gameplay and cinematics.
- Enhanced **atmosphere** through dynamic stingers and ambient sound design.

META: ONWARD

06/2020 – 03/2025

- Designed sound and increasing user engagement for **virtual reality**.
- Crafted over 30 advanced **hyper-realistic weapons**.
- Created **locomotion** stealth systems for realistic gameplay.
- Optimized **spatial audio** systems and convolution reverb.

MICROSOFT: FLIGHT SIMULATOR

12/2021 – 03/2025

- Integrated **aircraft recordings** for over 20 planes across multiple categories.
- Created **hyper-realistic engine and haptic feedback** sounds.
- Translated aeronautical data into accurate simulation audio design.

UBISOFT: MONOPOLY 2024, MONOPOLY MADNESS & DINOPARK DLC

06/2021 – 06/2024

- Designed and implemented **dynamic multiplayer** audio systems.
- Created **Foley, brawler-style**, and **ambience** sound effects.
- Developed **interactive music** systems enhancing player engagement.

ROVIO ENTERTAINMENT: ANGRY BIRDS JOURNEY

10/2022 – 12/2023

- Improved **audio systems** for optimal function.
- Gained proficiency in **mobile application** development.
- Integrated new seasons and **interactive music** for enhanced user experience.
- Designed **UI sounds** to boost quality and appeal.

DAEDALIC ENTERTAINMENT: LORD OF THE RINGS GOLLUM

05/2021 – 05/2023

- Designed and implemented tailored sound design for Lord of the Rings gameplay.
- Collaborated with teams to integrate sound effects, music, and voice-overs.
- Mentored junior sound designers on audio production techniques and tools.

STRENGTHS

Adaptable ▪ Collaborative ▪ Reliable ▪ Problem-Solver ▪ Team-Oriented ▪ Efficient

HOBBIES

Sound Design ▪ Music ▪ Field Recording ▪ Dj-ing ▪ Games ▪ Sports ▪ Cooking