



Norbert Weiher

Senior Sound Designer / Technical Sound Designer

Key achievements

Sound designer and technical sound designer with experience in all major game engines and audio middlewares.

- Created sounds for creatures, Foley, environments, UI, weapons, and combat.
- Developed dynamic ambiences and music, Foley, footstep and dynamic Walla systems. Implemented features in Unreal Engine and Unity.
- Organized and maintained projects in WWISE and FMOD.

Dialogue editor, sound designer, and mixing engineer for a diverse range of TV programs and movies.

- Performed mixes in all channel formats up to Dolby Atmos.
- Created sounds for different genres such as horror, action and comedy.
- Has extensive experience in cleaning production dialogue and recording / editing / synchronizing ADR.

Organizer of large-scale projects like game audio implementation or feature film audio post production.

- Proficient in agile and scrum workflows.
- Experienced with Jira, ClickUp, and Trello.

Recording, mixing, and mastering engineer for various genres.

- Knowledgeable in a wide range of recording techniques.
- Experienced in balancing sonic elements in different musical styles.
- Proficient in creating mixes and masters which translate well to any end point configuration and listening environment.

Creator of online and presential audio production courses in the games, film and music industry.

- Communicates facts concisely and understandably.
- Motivates students and collaborators to exceed expectations.

Experience

2006 - today

Founder / Sound Engineer (Futuresonic, Curitiba)

Produced audio for games, films, and music. Selected clients include:

Rebel Wolves (PL): Dark fantasy RPG (Unreal Engine, in development).

Flux Games (BR): Cobra Kai 2: Dojos Rising and TWD: Destinies (Unity, published).

1927 Audio (BR): Various series and films for Netflix, HBO, Fox.

2007 - 2010

Studio Technician / Course Developer (SSR Manchester)

Planned, implemented, and maintained studios at one of the largest audio schools in the UK. Developed, delivered and taught classes in music and audiovisual production.

2003 - 2007

Research Associate (ETH Zurich, University of Manchester)

Managed large academic research projects and supervised students up to PhD level.

Qualifications

Game Audio Academy Certified Professional	2020
Game Audio Academy Awards Winner	2019
Certified Instructor for Pro Tools, Cubase and Final Cut Pro	2005
Audio Engineering Diploma, SSR Manchester	2005
PhD in Chemistry, FU Berlin	2003

About me

Self-motivated and confident professional with excellent communication skills. Proactive and dynamic team player, highly skilled in managing and executing large audio projects remotely. Adaptable and flexible with extensive international work experience and a keen interest in technological advancements.

Skills

Sound design	■■■■■■
Audio implementation	■■■■■■
Dialogue editing	■■■■■■
Visual programming	■■■■■□
Foley recording and editing	■■■■■□
Project management	■■■■■□
Music composition	■■■■■□
Programming	■■■■■□



Personality

Exceptional communicator, highly organized and punctual.

Languages

German (native)	■■■■■■
English	■■■■■■
Portuguese	■■■■■■
French	■■■■■□
Polish	■■■■■□

Contact

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References

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