



# Norbert Weiher

## 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, elevating player experience through immersive sound scapes.
- Developed dynamic ambiances and music, Foley, footstep and Walla systems.
- Extensively used Unreal Engine blueprints to prototype and implement features.
- 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.
- Extensively experienced 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.
- Constantly evaluates and communicates production risks.

**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

2007 - today

#### Founder / Sound Engineer (Futuresonic, Curitiba)

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

- *Rebel Wolves (PL)*: Dawnwalker (currently in development).
- *Flux Games (BR)*: Cobra Kai 2: Dojos Rising and TWD: Destinies (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 advanced
- Audio implementation advanced
- Dialogue editing advanced
- Foley advanced
- Music editing advanced
- Dynamic music advanced
- Music composition intermediate
- Project management intermediate
- Visual programming intermediate
- Programming basic



### Personality

- Exceptional communicator
- Team player
- Highly organized
- Punctual

### Languages

- German native
- English fluent
- Portuguese fluent
- French basic
- Polish basic

### Contact

- Web <https://norbertweiher.com>
- Phone +55 (41) 99184-1103
- E-mail [norbert.gp.weiher@gmail.com](mailto:norbert.gp.weiher@gmail.com)
- Social [LinkedIn](#)

### References

Ash Read  
Supervising Sound Designer, Playstation Studios, [ashley.read@sony.com](mailto:ashley.read@sony.com)

Thiago Adamo  
Founder, Game Audio Academy, [contato@gameaudio.academy](mailto:contato@gameaudio.academy)