



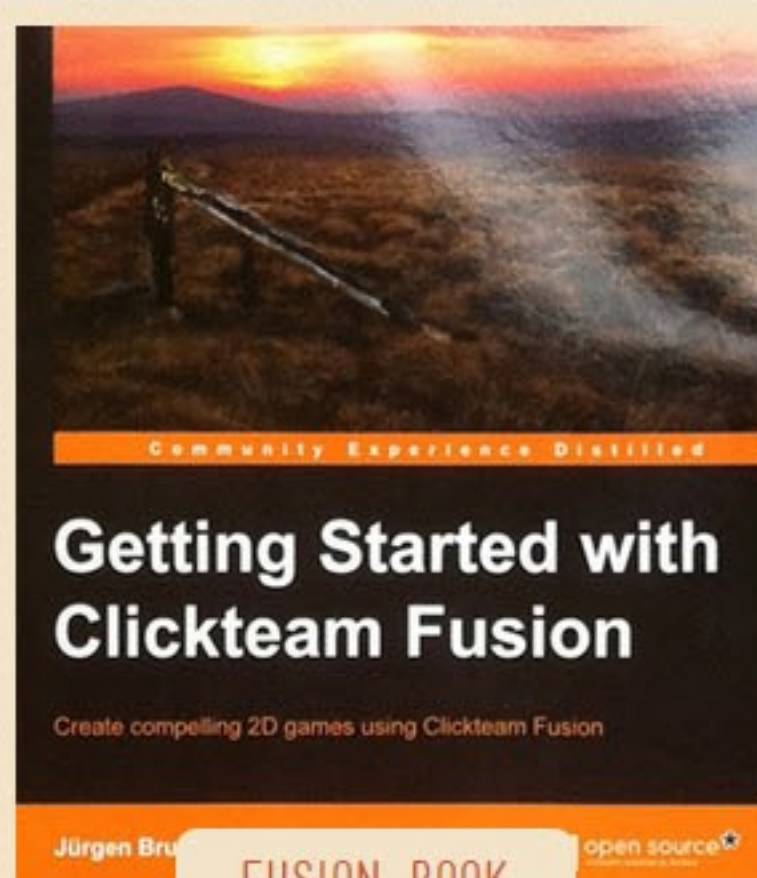
SFX | MUSIC - Promotion Animation



GAME | MUSIC - Award winning Jump 'n' Run



GAME | JOB - Bernd das Brot at Chimera



AUTHOR | GAME - Getting Started with Fusion



GAME | JOB - Award winning game studio



GAME | MUSIC - 2 Players on 1 Device - for ios



GAME | MUSIC - Award winning Flash game



MUSIC - Music for the ios game by Clement Willay



SFX - Sounddesign for an opening sequence



APP - Offline Map for the Arma 2 Mod: DayZ



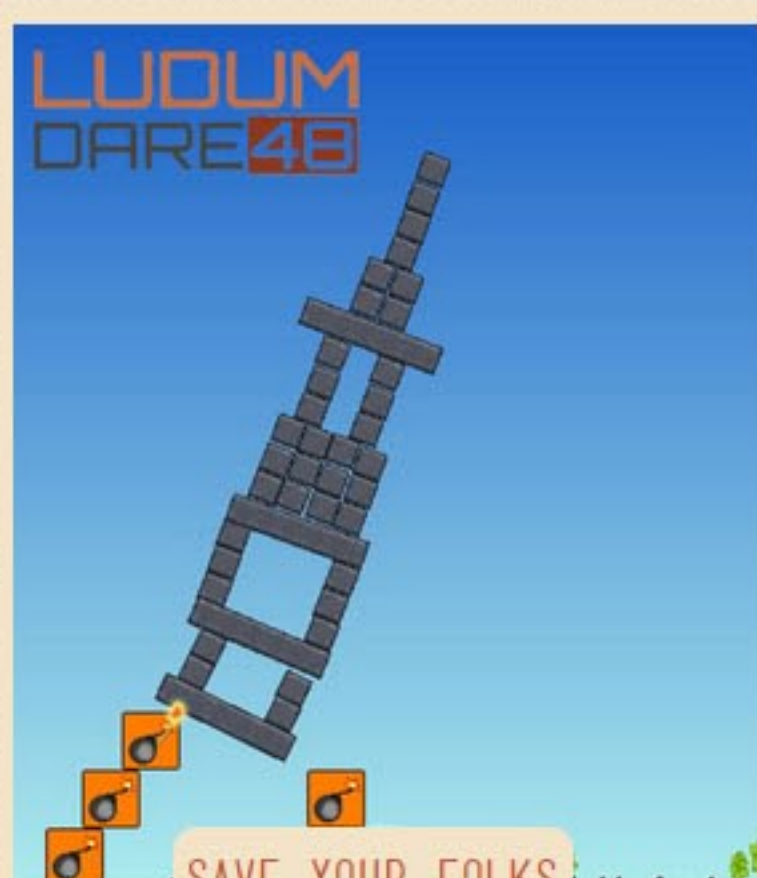
SFX - Sounddesign / Animation sequence project



GAME - Classic Shoot em up for ios Devices



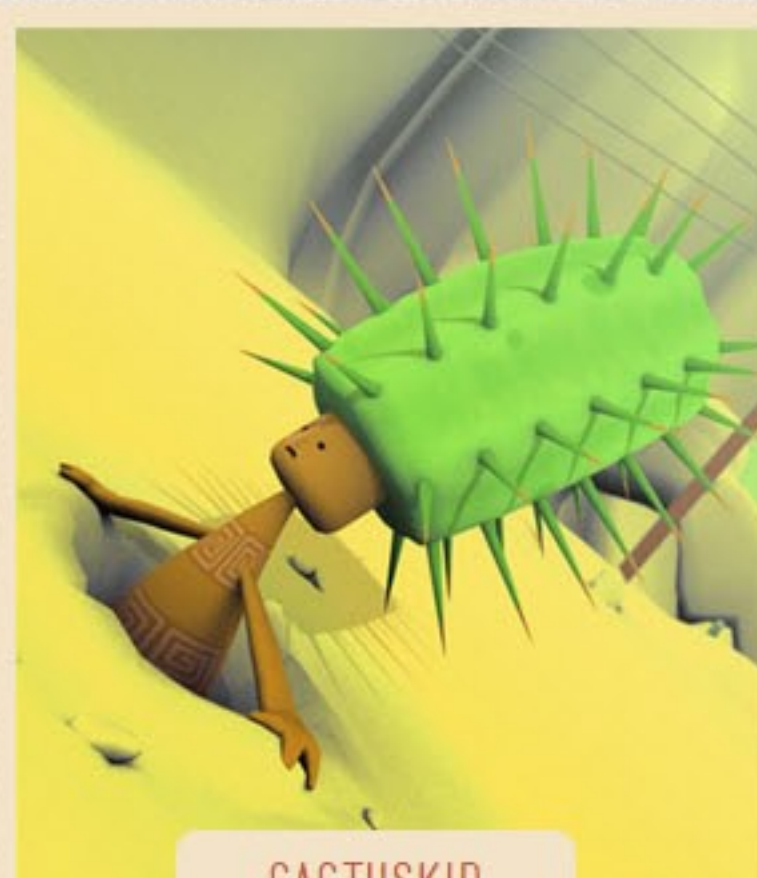
SFX | MUSIC - Freelancer for Mediacreation



GAME - Developed in 48H for Ludum Dare #23



MUSIC - Music Video



SFX - Sounddesign for the Fuel TV ident contest



GAME - Kinect Hack, Pervasive Experience Lab



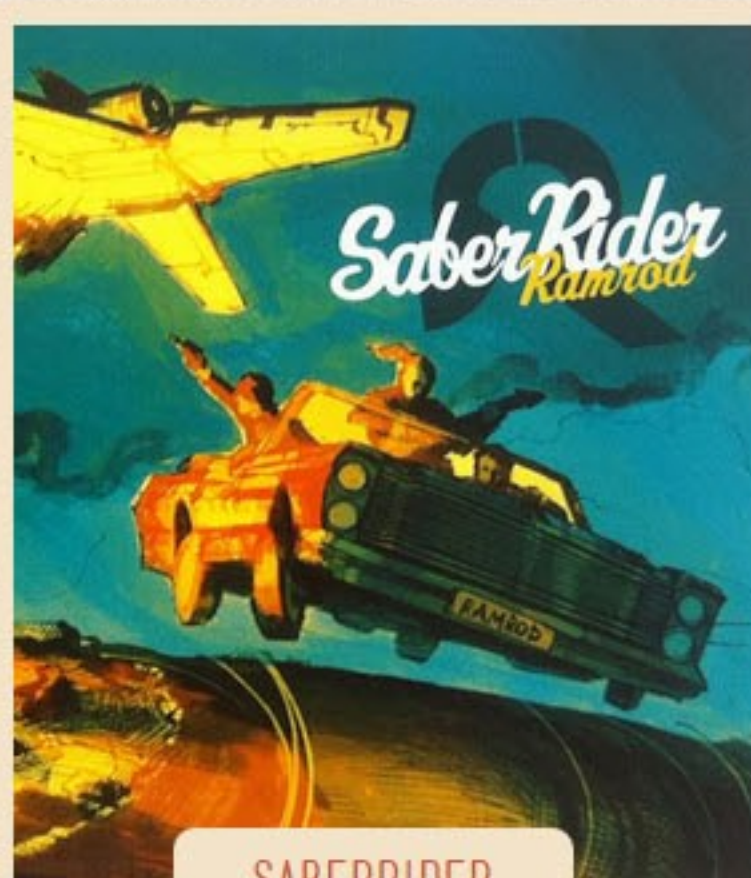
MUSIC - Folk Acoustic Album



MUSIC - Music for the short "Lighting"



3D - Internship in Hollywood / L.a.



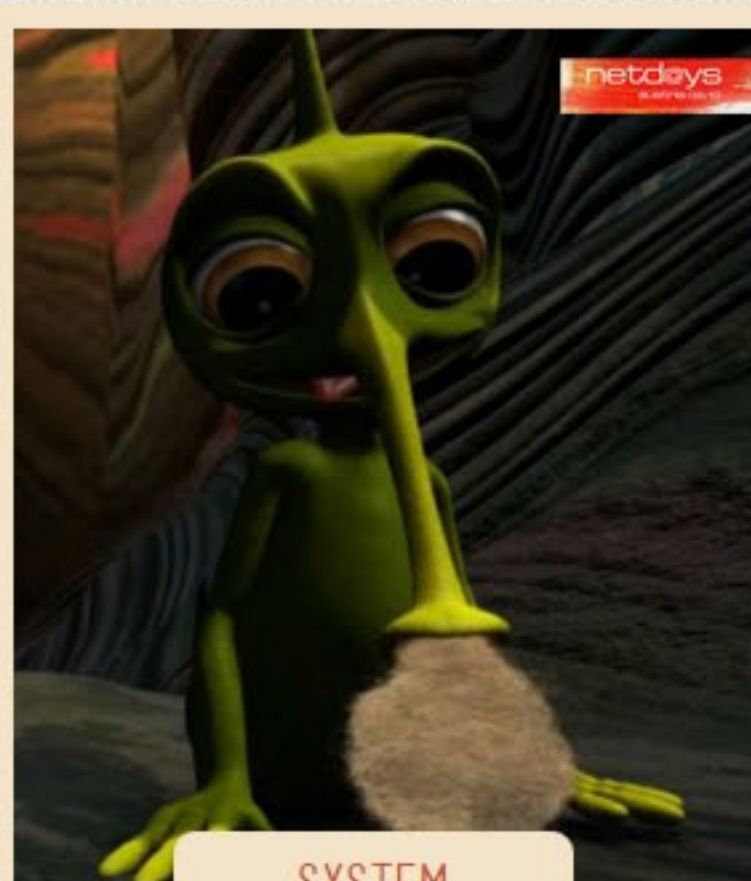
MUSIC - Recording the Album "Ramrod"



MUSIC - Playing 6+ Instruments



SFX | MUSIC - Sounddesign for the 3d short



SFX - Sound design for the award winning short