

ANDREAS POSCH, MA

CURRICULUM VITAE

Address: General-Keyes-Straße 10/7 / 5020 Salzburg
Nationality: Austria
Telephone: +43 / 676 / 17 22 14 83
E-Mail: hello@andreasposch.at
Homepage: www.andreasposch.at



Andreas Posch is an award winning sound designer and sound engineer from Salzburg, Austria. Andreas is very talented in creating unique sounds in a very creative and extraordinary way and loves to record, produce and mix sounds for moving picture and game. His skills around doing audio for film and game are very strong. On Set Recording, Voice Recording / Coaching, Foley & Sound Design and Mix and Mastering for film and game is his passion: He has done several sound designs and mixes for Web, Games, TV, Cinema and Dobby Atmos including clients like Mercedes Benz, Zurich, FIA, Skidata, ORF and RedBull.

Due to a work placement at the red cross austria and working in a bar and a studio at the same time for financing his studies, Andreas Posch is very stress resistant and flexible. In his spare time, Andreas Posch likes to cook, mountainbiking, travelling and shooting photos.

EDUCATION AND WORK EXPERIENCE

- since July 2016: Freelance Audio Engineer, Sound Designer and Composer
- since Oct. 2013: Freelancer at the Studio Preuss-Projekt as a Sounddesigner, Soundengineer.
- Sept. 2013 - Jan 2016: Master studies in Multimediaart at the University of Applied Sciences - Salzburg with the major in Audio. Passed with Merit.
- Sept. - Dec. 2012: Internship at Krane & Rabe Berlin
- Juli - August 2012: Internship at Aikon Media & Technology in Grödig / Salzburg
- 2010-2013: Bachelor studies in Multimediaart at the University of Applied Sciences - Salzburg with the major in Audio. Passed with Merit.
- since April 2011: Multimediadesigner @ Gartencenter Posch
- 2009-2010: Studies in Anglistik & Amerikanistik (English) at the University of Salzburg / Studies in Music / Management at the Deutsche Pop Akademie - Munich
- 2009-2014: Work placement for the Red Cross Austria / Salzburg as an ambulance man
- 2008-2009: Civil Service at the Red Cross Austria / Salzburg as an ambulance man
- 1999-2008: Privatgymnasium Borromäum Salzburg
- 1994-1998: Elementary School Parsch / Salzburg

OTHER

- Languages: German (native speaker) English (B2 level)
- Technical skills: excellent guitar skills, excellent skills post-production for film/tv and sound design for film and games, excellent skills in spot/advertisement production for radio, web and tv excellent computer skills (Mac & PC), excellent skills in Pro Tools, Logic Pro, Cubase, Reaktor 5, Espresso, skills in composition, music theory and soundsynthesis. skills in WWise, FMOD, Ableton Live, Cubase, Nuendo, Final Cut Pro, Adobe Premiere Pro, Adobe Aftereffects, Adobe Indesign, Adobe Photoshop, Adobe Illustrator and Autodesk Maya.
- Social Skills: Extremely stress resistant and flexible due to voluntary work at Red Cross Salzburg and two jobs besides fulltime studies.

ANDREAS POSCH, MA

FILMOGRAPHY

- Coati (2016):** Voice Recording, Sound Design, Music and Mix for Web
- Metamorphosis (2016):** An experimental Piano composition by Seda Röder. Mix for Dolby Atmos
- ADA/M (2016):** Short Drama for VR Devices. Sound Design, Mix and Mastering for Spatial Audio. Produced at Tonstudio Preuss-Projekt.
- Salzburg 1816 (2016):** Documentary: On-Set-Recording
- FIA ETRC (2016):** Sound Design and Mix for TV Opener and Closer and Stingers
- Mein Gestern, Dein Heute (2016):** Documentary: Documentary about the Revolution in Nicaragua in 1956. Editing, Sound Design and Mix. Produced at Tonstudio Preuss-Projekt
- Mercedes Benz: Follow Your Instincts (2016):** Advertisement for the new Mercedes G-Class: Sound Design, Music and Mix Mix in Stereo, 5.1, 7.1 and Dolby Atmos
- MeTube 2 (2016):** Short: Foley Recording and Editing, Mix Preparation. Premiere at Sundance 2016
- Cerro Rico - The Silver Mountain (2015) :** Short documentary about a silvermine in Potosí, Bolivia: On Set Recording, Sound Design and Mix in Stereo and 5.1. for Cinema and DVD
Selections: GIEFF 2016, IKFF2016, Sehsüchte 2016, First Steps 2016,
Awards: Roma Cinemadoc 2015, The Accolade Competition 2015, Moscow Doker 2016, VIS 2016, Gdaskn Docfilmfestival 2016, etc...
- Comedor (2015):** Game: Sound Design, Implementation and Mix
- Johnny Unsaddled (2015):** Short Western: ADR, Music, Sound Design, Foley and Mix
- Rift (2015):** Animation short: Music, Sound Design and Mix
- Vanity (2015):** Short film: On Set Recording, Sound Design and Mix
- Palfinger Ice and Steel (2014):** Advertisement: Voice Recording, Sound Design and Mix. Produced at Tonstudio Preuss-Projekt
- Spielberg Musikfestival (2014):** Documentary for ServusTV: Mix for TV at Produced at Tonstudio Preuss-Projekt
- Zurich Insurance (2014):** Short: On-Set-Recording, Sound Design and Mix.
- Alpenzombies (2013):** Short trash film, bachelors degree project: On Set Recording, Sound Design, Foley, Music and Mix in Stereo for Cinema and DVD.
Awards: Best Trash Film in 2014 at TYFF
- fahr(t)raum Mattsee (2013):** Six car portraits for the museum of Ernst Piech: Music, Sound Design and Mix.
Awards: OTTOCAR Prize Silver
- Noomix (2013):** Game: Voice Recording, Sound Design for in-game and several cut scenes.
- Soldier (2012):** Short: Sound Design, Music and Mix
- Sprachlos (2012):** Film (60 mins): Music
- Da3-A8# (2011):** Short: On Set Recording, Music, Sound Design, Foley and Mix