

Paul Zimmermann

Audio Lead & Composer

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PROFILE

Over the past decade in game audio, I've built my practice around the full audio picture — music, sound design, voice, and implementation as an integrated whole rather than separate disciplines. I serve as the audio voice on projects from concept through ship: defining audio direction, composing and producing original scores across genres, directing and producing voice actors, designing sound effects, and implementing everything via audio middleware into game engines. I've managed outsourced composers, sound designers, and voice talent, brought that work into coherence with the game, and shipped titles across every major platform with developers and publishers across Europe and beyond.

SELECTED CREDITS

Project	Developer	Publisher	Role	Platform	Year
Wildeckin	Cute Newt	Chucklefish	Composer, Music Implementation	PC, Xbox	In Dev
Rift Reborn	Leyline	Leyline	Composer, Music Impl., Audio Mix, VO Direction & Production	PC, Mac	In Dev
Earthlings	Studio Monoblok	Studio Monoblok	Composer, Music Implementation	PC	In Dev
Flick Shot Rogues	Butter by the Fish	Noodlecake	Composer, Sound Design, Music Implementation	PC	2025
Space Chef	Bluegoo Games	Kwalee	Composer, Music Implementation	PC, Switch, Xbox, PS	2025
Loco Motive	Robust Games	Chucklefish	Composer, Sound Design, Audio Mix, Music Implementation	PC, Mac, Switch	2024
Masters of Light	Coven & Albyon	Coven	Composer	PSVR, Meta Quest	2024
Wildfrost	Deadpan & Gaziter	Chucklefish	Composer, Music Implementation	PC, Switch, Mobile, Xbox	2023
Luna's Fishing Garden	Coldwild Games	Coldwild Games	Composer	PC, Mac, Switch	2021
Space Haven	Bugbyte	Bugbyte	Composer, Sound Design	PC, Mac	2020 —
Caveblazers	Deadpan Games	Yogscast Games	Composer	PC, Switch	2017

Additional credits include original music for Knights of the Wandering Castle (webcomic, Luny) — available on Spotify and Bandcamp.

SKILLS & TOOLS

Audio leadership & direction	Audio direction, mood board & feature documentation, outsourced talent management (composers, SFX designers, voice actors)
Composition & production	Logic Pro, Pro Tools, Reaper, Cubase
Sound design	Sound effects design & integration, adaptive audio systems, spatial audio

Voice direction & production	Casting, directing, editing, final mix
Audio middleware & implementation	FMOD Studio, Wwise
Game engines	Unity, Unreal
Orchestration	Live orchestra — strings, brass, woodwind, percussion
Audio pipeline & tooling	Reaper scripting, Logic automation, AI-assisted production
Platforms shipped	PC, Mac, PlayStation, Xbox, Nintendo Switch, iOS, Android, Meta Quest, PSVR
Instruments	Piano, guitar, bass (recorded on multiple commercial projects)
Languages	German (native), English (fluent), Japanese (beginner)

RECOGNITION & NOTABLE ACHIEVEMENTS

- Wildfrost OST — "Best Soundtrack" nomination, Debug Awards 2023
- Wildfrost OST — Longlist, World Soundtrack Awards 2023
- Wildfrost OST — Vinyl release via Black Screen Records & Lost in Cult
- "To the Moon" (Space Haven) — 300,000+ streams on Spotify
- Rift Reborn — Full orchestral recording, self-orchestrated for live ensemble
- Loco Motive OST — Nominated for Best Soundtrack, Effects & Dubbing, Adventure Game of the Year Awards 2024
- Flick Shot Rogues — Nominated, Best Family Game, German Video Game Award 2026 (Deutscher Computerspielpreis)
- Ongoing working relationship with Chucklefish across three titles (Wildfrost, Loco Motive, Wildekin)

ADDITIONAL EXPERIENCE

- Panelist, AdventureX Games Conference — London
- Songwriter & producer for pop and rock artists across Europe
- Live musician & touring bassist — Germany, Italy, UK, France
- Composition for commercials and documentaries

EDUCATION

Studies in Cultural Studies / Auditory Culture

Left to pursue full-time freelance career