



Nikolaus Kallinger

Game Designer / Sound Designer / Composer

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After completing a bachelor in Game Business in Vienna, I decided to follow my passion for game development and **started to study Game Design** at FutureGames. In 2021 I decided to get more invested in **music production**, which lead me to start working with the DAW FL Studio a lot.

Inspired by OSTs like: “The Binding of Isaac”, “Super Mario Galaxy” or “Hitman”, I started to implement my own music into the games I create. Especially focusing on getting a good **understanding of Unreal Engines MetaSounds**, led me to currently learn Fmod.

PROJECTS

The CEO Must Go. – Group Project

A 6-week Unreal Engine game that was conducted during the game design study program of FutureGames.

Tasks: Sound Design, Composing, MetaSounds, Mixing Audio

Snowblind – Group Project

A 4-week Unreal Engine game that was conducted during the game design study program of FutureGames focusing on a harsh snow environment sled movement survival experience.

Tasks: Sound Design, Composing, MetaSounds, UI, Mixing Audio

EDUCATION

BG13 Fichtnergasse, Vienna – Matura

2012 - 2020

Fachhochschule des BFI, Vienna – Bachelor

2021 - 2024

Studied: Games Business

Future Games, Stockholm

2025 - 2027

Studied Game Design

SKILLS & TOOLS

- DAW: FL Studio, REAPER
- Unreal Engine MetaSounds
- Unreal Engine Blueprints
- P4, GitDesktop, Diversion
- Trello, Miro
- FMod (Beginner)