



JULIAN LENTZ - CV

CONTACT

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LANGUAGES

- * Danish (primary)
- * Engelsk (fluent)
- * Swedish (good understanding)
- * Norwegian (good understanding)

TOOLS & SOFTWARE

- * Pro Tools
- * Ableton Live
- * Logic Pro
- * Unity3D
- * FMOD Studio
- * C#
- * MAX/MSP
- * *Looking into Wwise & UE*

EDUCATION

Sonic College, UC Syd – *Professional Bachelor's Degree in Media & Sonic Communication from Sonic College*

SEPTEMBER 2017 – CURRENT

Sonic College is a broad study of the many facets of creation & manipulation of audio. The students get capabilities of creating sound with communicative qualities in mind for multiple media. Through my studies at Sonic College I got to kickstart working with sound design for games, through the Game Audio Subject.

The Audio workshop, K.U.B.A – *Production School – studio technic*

JANUARY 2015 – JUNE 2016

At The Audio Workshop I learnt all parts of producing, mixing & mastering sound, both working in the digital- and analog domain.

WORK AND JOBS**Path of the Sramana - computer game, The Animation Workshop – Sound Designer / Composer / Implementer of sound**

MAY 2019 – JUNE 2019

Path of the Sramana is a 2D-game developed in Unity at The Animation Workshop as part of the students exam project. At this production my role consisted of my role in both sound design for the game and for the games cinematics. Additionally I was responsible for implementation of all the sounds in the game through C# and FMOD Studio, in an pre-existing code-environment. A part of this work involved the development of procedural systems, to create an authentic and dynamic weather atmos.

En parmiddag, Shortfilm – Film composer

JANUARY 2018 – JUNE 2019

En parmiddag (*A dinner for two*, translated), is a short film by danish instructor Anton Brandt Thykier. The movie is currently in mix and is expected to be done in the beginning of 2020. I composed the music for the film.

Imamen på Riget, documentary – Composer

JUNE 2018

Imamen på Riget was shown on national danish television (DR K) during 2018. I composed a piece of music that was used in the film.

The Factory Within, computer game – Creator

FEBRUARY 2018 – MAY 2019

The Factory Within is a game I created for my exam project at the Game Audio subject at Sonic College. The game takes place in a dystopian world and the sound has a big role in conveying the dark atmosphere. This is achieved through the creation of textured and dynamic ambiances that characterizes the soundtrack. The game was developed using Unity, and the sound implementation was achieved using FMOD Studio.

China's Van Goghs, Documentary – Film composer

AUGUST 2016 – OCTOBER 2016

China's Van Goghs is a Chinese/Dutch documentary, running 80 minutes. The movie was part of the IDFA Selection 2016. I composed the music for the film.

Aminas Breve, Feature film – Film composer

NOVEMBER 2015 – JULY 2016

Aminas Breve (*Letters for Amina*, translated) is a feature film running 85 minutes. The film premiered in 2017 and was shown in most theatres in Denmark. I composed the music for the film. This was my debut as a film composer, and therefore I used Frithjof Toksvig as a mentor and technical advisor throughout the process. Additionally I delivered a separate musical piece for the trailer, that reached over 250.000 views.