

# MAXIMILIAN TREITLER

Bachelor of Science in Engineering



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University of Applied Sciences St. Pölten

## INTRODUCTION

My Name is Maximilian Treitler and I was born on the 20th of January in 1994 in Amstetten, Austria. Since 2016 I am studying at the University of Applied Sciences in St. Pölten, Austria. After finishing my Bachelor's degree I started studying for my Masters in *Digital Media Production* with an emphasis on *Audio Design*. In the context of my studies I was able to gain further profound knowledge in a wide variety of fields within the scope of media arts and technology. This embraces proficiencies in hardware engineering, camera work and photography as well as in programming. A documentation of my previous and ongoing projects can be found on my portfolio homepage: [maximilian-treitler.com](http://maximilian-treitler.com).

Additionally I was able to gain further knowledge in economics and management.

Beyond my studies, I work as a drummer and audio engineer in both live and studio settings. This enabled me to gain many experiences in interpersonal relationships in a media arts and technology specific working environment. Interpersonal dealings on a working basis were additionally reinforced in student jobs such as a bartender or as a commercial employee.



## EDUCATION

since 2019

### Graduate

*Emphasis:* Digital Media Production, Audio Design

University of Applied Sciences St. Pölten

2016 – 2019

### Undergraduate

*Emphasis:* Mediatechnology, Audio / Video  
Bachelor of Science in Engineering

University of Applied Sciences St. Pölten

2014 – 2015

### Undergraduate

*Emphasis:* History

University of Vienna

## COMPETENCES

### Audio Design

Since 2014 I am active as an audio engineer and producer. In the context of this work I was able to gain deep knowledge on a vast range of Soft- and Hardwaretools.

/ Steinberg (Cubase / Nuendo) / Avid (Pro Tools) / Reaper / Ableton Live / Cycling '74 (MAX MSP)

### Multimedia

As a student of media technology I collected many experiences and competences in a large variety of Softwaretools. This is due to many participations in a large amount of cross-disciplinary projects.

/ Adobe Creative Cloud (Premiere, Illustrator, Photoshop) / MS Office (Word, Excel, Power Point) / Unity (3D, 2D, VR and AR Engine) / Programming Language (Python, Faust) / Cycling '74 (MAX MSP Jitter) / LaTeX

## WORK EXPERIENCE

since 2018

**Event Technician**

**Municipality Amstetten**

2015 -2018

**Bartender**

**Mojo Cocktailbar Amstetten**

2015 - 2016

**Commercial Employee**

**Sports Direct Austria GmbH**

## RECENT PROJECTS

2021	<b>Blind Beggar</b> Own Production	<b>3D Audio Only Game</b>
2020	<b>Schillers Antwort</b> Foley Artist, Recording Engineer, Visuals Programmer	<b>Shortmovie</b>
2020	<b>Mood into Sine</b> Own Production	<b>Generative    Procedural    Music Algorithm</b>
2020	<b>Procedural Sounddesign</b> Sound Designer	<b>Animation Short Movie</b>
2020	<b>No Drummer Drums</b> Own Production	<b>Immersive Sound Installation</b>
2020	<b>Photosynthesis - a very sustainable process</b> Animator; Client: Asian Institute of Technology	<b>Collection of Animated Video- clips</b>
2019	<b>Who It Be - Incognito</b> Composer, Sound Designer, Onset Sound Engineer	<b>Live Gameshow</b>

For further information visit: [maximilian-treitler.com/projects](https://maximilian-treitler.com/projects).

## LANGUAGES

**German** - native language

**Englisch** - fluent in speech and writing  
Niveau C1 certified by IELTS

**Spanisch** - basic knowledge in speech and writing

Born in Austria. English and Spanish learned and improved in school, in university and when travelling.

## HOBBIES AND INTERESTS

As a person who enjoys having an effective and tight organised working life, it is important to have some kind of compensation. I find this equalizer in sports. A lot of my spare time I spend on my racing bike, running or mountaineering. This gives me time to re-visit my previous work as well as disconnecting and recharging my batteries.