

SKY DIETRICH

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“As an XR Developer, Audio Engineer, and Educator, I bring over two decades of experience in content creation across Film/TV, Music, Theater, and Online Content. Specializing in Mixed Reality and XR development, I have worked extensively with Meta Quest, Unity, and C#. My role as a lecturer at BIMM University Berlin for over seven years highlights my ability to navigate and facilitate ambiguity in creative and educational environments. With a proven track record in complex production management and successful content launches, my analytical and creative problem-solving skills complement my technical and creative expertise, making me a valuable asset to any multidisciplinary team. ”

SKILLS

Technical Skills: Unity, C#, GitHub, FMod, Blender, Shapes XR, Adobe Photoshop, ProTools, Liv Mixed Reality Capture, Davinci Resolve, Final Cut Pro X, Logic Pro X, Dolby Atmos, L-isa Studio, Dante AVoIP Networking, Microsoft Office Suite

Creative Skills: Film Making, Ableton Live, Music Composition, Sound Design, Audio Engineering

Other: Strong international network in the film, TV, and music industry, USA citizen with Unlimited EU Residence (Daueraufenthalts-EU), Willing to Relocate

LANGUAGES

English: Native • **German:** Intermediate B1 Listener, A2.2 Speaker • **Spanish:** Beginner

EXPERIENCE *(select listings)*

Feb-June 2024 **XR Bootcamp - Pro Unity VR Development Program** Remote

This highly selective five-month Professional Unity VR Development Bootcamp trains job-ready software engineers. Students who complete this program are qualified for junior-mid-level software engineering roles in the Virtual Reality and Augmented Reality Industry. After completing the course, students can:

- Develop and prototype VR, AR, MR, XR Games, and Applications
- Work well in XR Development Teams
- Use C# to program advanced functionality in Unity
- Use Rendering Optimization tools to optimize VR applications

Together with industry partners, students develop advanced XR Prototypes alone and in teams. They learn to scope and pitch projects, report to clients and manage their development times.

Projects developed (portfolio link): <https://www.skydeepofficial.com/xr-dev>

2020-Now

XR / IMMERSIVE EXPERIENCE DEVELOPER (Indie)

- Selected as a 2024 Fellow for the Beyond Inclusion XR Bootcamp sponsored by Unity.

This 4-month-long XR Foundations and Prototyping Scholarship to study VR, AR, XR development.

- Built my own Mozilla Hub Cloud instance to deploy a self-designed virtual event space via the Amazon Web Services cloud platform and held a live multi-stream event to promote my new music.
- Awarded €15K in development and research scholarships from Akademie der Künste and Musikfonds for my Butterfly to Beyond immersive XR narrative album concept – still in progress.
- Created an 8K 360° music video using Unity and Cinemachine on my self-designed hand-built PC.

Various roles 2001-'24 MUSIC COMPOSER & SOUND DESIGN & ENGINEERING

(select listings)

Theaters in Germany such as:

Theater an der Parkaue (Berlin), Ballhaus Naunynstrasse (Berlin),

Hans Otto Theater (Potsdam), Hysterisches Globusgefühl (Bremen/Berlin)

- Discussed concepts and specifications with Creative directors then Wrote original music compositions to support the artistic vision.
- Designed immersive audio installation concepts and guided technical colleagues to optimize the audience's listening experience.
- Successfully translated 2D studio music to a 3D surround environment
- Effectively coordinated the accuracy and timing of music cues in collaboration with the rest of the technical team.

TV & Independent Films:

- Successfully placed the theme song plus several original songs in the international German TV series “Loving Her” on ZDFNeo / Canal+ (FR)
- MOMA in NYC featured “UKI” by acclaimed director, Shu Lea Cheang – for which I did the sound design.
- Internationally screened my award-winning film, “Enactone” at over 15 festivals worldwide; including British Film Institute, Women Make Waves (Taipei, Taiwan), and Queer Lisboa.

TECHNICAL DIRECTION, AUDIO ENGINEER & POST

2023	ZDF / MadeFor Film, “Loving Her” Music Supervisor/Musik	Germany
	• Delivered high-quality work under tight TV industry deadlines, successfully placing my original song as the show's opening theme. Managed music selection, pre-edited ProTools audio sessions, and handled communications with publishers and lawyers to secure intellectual property rights.	
2022	Goethe Institute Hamburg – Podcast Production	Hamburg, DE
2019	Peaches OOPS Tour – Midi Music Director / Musician	Berlin, DE
2018	Goethe Institute “From Germany to LA” - Tech Director	DE / USA

PERFORMANCE & HOSTING

2018-now	YouTube Creator , covering Music & XR topics	
2021	Death's Cabaret , am Theater im Delphi (Music/Theater/Perf)	Berlin, DE
2021	Ableton Loop Create – Live Broadcast Host	Berlin, DE
2020	ARTE Concert – Hallo Montag Music Performance	Berlin, DE

EDUCATOR WORK

2017- Now	BIMM University Berlin – Lecturer	Berlin, DE
	Designed and implemented comprehensive live sound engineering and music production curriculums, significantly enhancing practical learning experiences for a diverse, international student body.	

EXPERIENCE: FILM & EVENT PRODUCTION

Various roles from 2003 to 2023 (*select listings*)

2017 –18	SchwuZ Club – <i>Letz Be On Party</i> Director	Berlin, DE
	Developed the creative concept and curated international celebrity talent, producing variety shows that kept the event fresh and exciting.	
2018 - '23	“How I Do” YouTube music tech series – Creator	Berlin, DE
	Created a successful YouTube series showcasing music tech tutorials and XR content, leading to collaborations with top brands like Ableton and Elektron.	
2016 - '17	“Reclaim the Beats Festival” – Founder / Producer	Berlin, DE
	Secured over €20k in funding and directed a festival that highlighted diverse talent in Berlin, guiding all marketing, PR, and content management efforts.	
2014 - '16	“Enactone” Feature Film – Director/Writer/Actor/Prod.	Berlin, DE
	Award-winning film at international film festivals across 3 continents	
2008-14	Various Productions – PA to Producer	NYC
2008	Sony – “Rachel Getting Married” – Staff Prod. Asst.	NYC
	On this Oscar-nominated film, I ensured daily paperwork was completed accurately and served as the liaison between set crew, accounting, and the production office. Additionally, I calculated complex data to help preserve the production budget and reported daily to the Unit Production Manager and Line Producer.	
2005 – '12	Wendy Ida Enterprises – Remote Executive Assistant	LA and NYC

2007 – ‘11 BWI – “Made in NY” PA Training Program – *Coord.*

Brooklyn, NY

EDUCATION

XR Foundations &
Prototyping Bootcamp

2024 - Completion w/ High Honors

Remote

BIMM University

2020 **PG Cert Learning & Teaching**
(PGCHE / FHEA)

UK

“Made in NY” PA
TrainingProgram

Certified by NYC Mayor’sOffice

New York

Institute of Audio Research

2001 **Certified Audio Engineer**

New York

LACC Theater Academy

Performance, character study

Los Angeles