

Hadi Abilmona

- **Date of birth:** 15.01.1994 • **Nationality:** Lebanese
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Profile

Sound Designer and Audio Engineer specializing in immersive audio for games, installations, film, and digital media, connecting sound and psychology with a focus on psychoacoustics and mental health research.



Professional Experience

01/2014 – present

Audio engineering & sound design

For over 25+ projects (film, advertising, podcasts, live events, games)
Operation of professional DAWs, audio consoles, and synthesizers
Led the audio department at UN.I.T Theater, University of Arts Berlin, overseeing all technical and creative aspects

- Employers & Clients: FUNKE Mediengruppe GmbH & Co. KGaA, Primetime Studio GmbH, Pinktum GmbH, United Nations Development Programme.
- Highlighted projects: Die Drei ???, Edging Faust, Kayu Besi, Holy Poly, Womens Election Campagn, Kalash, Good Morning, Morine, God's Cociane

01/2018 – present

Immersive & Interactive Audio

Spatial (3D) Audio for immersive media (games, Installations, VR).

- Employer & Clients: Culturespace (Port des Lumieres), MARKK Museum Hamburg, Museum der Arbeit Hamburg, HAW Hamburg, Kinderkinder e.V., Cooltur Connect e.V.
- Highlighted Projects: "Schön Billig?!" (installation), EQUINOX (Planetarium), XRchitecture (VR), Frei.schwimmen, APLUS 13, The House at Eston Lake, Veiled Ascend (InnoGames)

01/2014 – present

Music Production & DJ

Produced electronic music (Bass, Ambient) and performed as DJ at private and public events, with releases on commercial platforms, also as part of Fugue State (music collective)

01/2020 – present

Teacher - Instructor

Led workshops on sound, sound art, audio technology, and for diverse audiences

- Employer: Pinktum GmbH, Lebanese Film Institute, Entenwerder Elbpiraten e.V.
- Conducted sessions including "Digitale Audio Bearbeitung", "Nature of Sound", and "Geräusche-Machen" (Millerntor Gallerie Hamburg)



Education and Training

2012 – 2017
Zouk Mosbeh, Lebanon

Communication Arts, Radio/TV—Audio Production and Postproduction | Bachelor's Degree Notre Dame University, Louaize

- Completed additional coursework in psychology, photography, Arabic literature, and business administration.



Education and Training

2018 – 2022
Hamburg, Germany

Spatial Audio | Masters of Arts Hochschule für Angewandte Wissenschaften Hamburg

- Specialized in spatial (3D) sound design for multimedia.

08/2025
Germany

Psychology | Bachelor of Science Fernuniversität in Hagen

- Part-time psychology studies focused on Psychoacoustics (ongoing alongside professional work).



Certificates

2018

Music composition course with Hans Zimmer Masterclass

2019

Dante Level 1 Audionate Dante

2020

Dante Level 2 Audionate Dante

10/2025

First Aid DLRG



Skills

LANGUAGES

Arabic
Native

English
Native

German
Native

French
Beginner

SOFTWARE & TOOLS

Steinberg Nuendo/Cubase

Apple Logic Pro X

Ableton Live

Pro Tools

Max MSP

Reaper

Izotope RX

Fmod

Audiokinetic Wwise

Unity

Dante Network

SPATIAL AUDIO

Object-Based Audio

Channel-Based Audio

Binaural Audio