DENIMSZRAM.COM

sound engineer and sound artist

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Denim Szram (*1990) is a Basel-based sound engineer and sound artist working at the intersection of technology, space, and perception. His practice focuses on multichannel sound, spatial audio, and immersive installations in architectural and performative contexts. Grounded in audio engineering, he develops artistic works as well as technical systems and interfaces for complex audiovisual environments in theatre, exhibitions, and public space. His work explores how sound shapes spatial experience and transforms perception. Alongside his artistic practice, he is active in teaching and research, with a focus on acoustic ecology, urban sound environments, and spatial sound design.

EDUCATION

2017 - 2018	SCHOOL OF EXCELLENCE, Hochschule für Musik Basel / Audio design Switzerland
2012 - 2017	MASTER OF ARTS, Hochschule Darmstadt / Leadership in creative industries Germany
2014 - 2015	European exchange (Erasmus+), Academy of fine arts in Krakow / Intermedia Poland
2009 - 2012	BACHELOR OF ARTS, Hochschule Darmstadt, Sound, Music and Production Germany

TEACHING

since 2025	FHNW Musikakademie Basel, MA Musik und Szene in Transformation - Szene/Sound/Licht, course and mentoring for exploring the creative interplay of sound, light, and space to shape perception and emotion.
since 2023	FHNW Institut für Architektur Muttenz, BA Between Noise and Silence - elective course for acoustic ecology and acoustic scenography
2016	Touch the sound - Assistent of Ramon de Marco at FHNW Basel, Kontext Institut Ästhetische Praxis (Soundscape, sounddesign, electroacoustic music, audioart, 3D audio, sound installation
2015	Multichannel soundscape composition - Lecture at Academy of Music in Krakow, (Murray Schafer, soundscape ecology, Ableton live, multichannel soundscape-composition)

SOUND ENGINEERING

since 2026	INTERFINTIY FESTIVAL - freelance sound engineer
since 2025	TANZHAUS BASEL - freelance sound engineer
since 2023	BBM PRODUCTIONS - freelance TV broadcasting engineer
since 2022	GARE DU NORD - sound & light engineer
2022 - 2023	SOMMERCASINO - freelance sound engineer
since 2022	BILD & TON - working as a freelance sound engineer
2021	CULTURESCAPES FESTIVAL - technical direction and production for live events @ Museum Tinguely
since 2021	BAFF FESTIVAL - freelance sound engineering
2021 - 2022	TELE BASEL - freelance sound engineer
since 2017	WINKLER LIVECOM - freelance sound engineer
since 2016	THEATER BASEL - freelance sound engineer
since 2016	HEK, HOUSE OF ELECTRONIC ARTS BASEL - freelance sound engineer and media installer

ACOUSTIC SCENOGRAPHY

since 2022	AUDIOBREEZE AG, Basel working as a freelance audio designer and programmer
since 2017	IDEE UND KLANG AUDIODESIGN, Basel working as a freelance audio designer and programmer - National Museum of Qatar, Doha - Schindler Visitor Center in Ebikon, Switzerland - Khwattu, San Heritage Center, Cape Town South Africa
since 2016	IART, Basel - working as a freelance media expert and audio designer - media world exhibition at „Verkehrshaus der Schweiz“ in Luzern. - Novartis Pavillion in Basel
since 2017	CRK KREATION AG - Immersive soundscape composition at Stücki-Center in Basel

SELECTED EXHIBITIONS

2026	Pyxis, Maison de la culture et de l'exploration numérique, Lausanne, Switzerland - Melting Gallery (sound installation)
2024	(re)connecting.earth, Stadtgallerie, Kiel, Deutschland - Melting Gallery (sound installation)
2024	Artforglaciers, Gletschergarten, Luzern, Switzerland - Melting Gallery (sound installation)
2023	(re)connecting.earth, Genf, Switzerland - Melting Gallery (sound installation)
2023	Haus der Brandenburgisch-Preußischen Geschichte, Potsdam, Germany - Melting Gallery (sound installation)
2021	ARCHICTECTURE BIENNALE, Venice, Italy - Geoscope 2:Worlds (sound-scenography)
2020	NTU CENTRE FOR CONTEMPORARY ARTS, Singapore - Melting Gallery (sound installation)
2019	KUNST JOHANNESKIRCHE, Freiburg, Germany - Klangregung (sound installation)
2018	AUDIOART FESTIVAL, Krakow, Poland - Gedankenpendel, (interactive installation) and performance
2017	HEK, HAUS DER ELEKTRONISCHEN KÜNSTE, Basel, Switzerland - Gedankenpendel (interactive installation)
2017	INTERNACIONAL FESTIVAL BERGERAULT, Valdepenas, Spain - Gedankenpendel (interactive installation)
2015	ZKM, Karlsruhe, Germany - Sechswand, audio-visual installation and immersive composition „Cholokrak“
2015	GALERIA SPOKOJNA, Warszawa, Poland - audio-visual installation Sechswand and immersive composition „Szkicton“

COMMISIONS

2021	ZIMMT, Zentrum für immersive Medienkunst, Musik und Technologie, - immersive 3D Sound live performance
2020	GAUTHIER DANCE COMPANY, Theaterhaus Stuttgart - composition for ballet. „Out of the big box“
2016	LUZERNER THEATER - Composition for theater play. „Über die Kunst seinen Chef um eine Gehaltserhöhung zu bitten“
2015	ZKM, Karlsruhe, Germany - immersive 3D Sound piece „Cholokrak“