

Axel Berndt

I studied computer science at the university of Magdeburg (Germany) and finished in 2006. In combination with my secondary subject, i.e., music, I layed the base for my computer-musical future. Currently, I am a PhD student in Magdeburg at the Department of Simulation and Graphics. My main research area is adaptive/interactive music and computer games audio. By the way, I am a quite active musician and composer.