



# AUORE PUPIL

## SOUND DESIGNER - MUSIC TEACHER

### WORK EXPERIENCES:

#### From 2011 : Sound Designer Freelance :

Sound Design for various animated movies and video games projects using collaborative teleworking, including:

- **Seedlers Interactive** - From Nov. 2020 : Sound design and audio implementation for the game "Beyond Memoria".
- **Homo Ludens** - Summer 2022 : Sound Design for the game "Blooming Business Casino", available on Steam. Jeu presented at Gamescom 2022.
- **Onitron Studio** - Sound Designer - July 2021 - June 2022 : Sound design and audio implementation for a project under confidentiality clause. In direct collaboration with the composer.
- **EPIIC Montpellier** - 2019 : Animated movie "Les Fils de Morphée" to promote the school.
- **Cyber Group Studios** - 2018 : Sound design for the animated serie "Happos Family" season 2 (31 episodes on 50).
- **Malkyrs Studio** - 2016-2019 : Sound design, recording and voice treatment for the game "Les Arènes de l'Eternité".
- **The Good Drive** - Summer 2017 : Sound design for the game on the same name, used for learning to drive.
- **We Are Bots** - July. 2015 - Dec. 2016 : Sound design for the game "Drift Into Eternity", available on Steam.
- **Synthesis Group SGS** - 2015 - 2016 : cleaning french voices for the games "Fallout IV" (2015 - 2016) and "Mafia III" (2016)
- **ERE 2** - April 2015 - May 2016 : Recordings of actors, sound editing, sound design and post-synchronization for the movie "Les Seigneurs d'Outre Monde".

#### 2010 et 2011 : STAGES EN ENTREPRISE

- **2011 : Ubisoft Paris Studio** : Designed and realised with full autonomy from start to finish the complete sound design on several parts of "Just Dance 3" and "Just Dance Japan" working within the audio team. Using Protools, Vegas Pro, SoundForge, JIRA, Perforce.
- **2010 : La Marque Rose** : Preparation of recording sessions, cleaning and synchronization of audio files on the game Star Wars: The Old Republic, introduction to sound recording.

#### Depuis 2007 : Professeur de musique

- **ACEL Du Gros Caillou** - From 2016 : Leisure Center : Small group lessons.
- **Institut de Culture Musicale** - From 2007: Music lessons at home for children and adults.

### CONTACT :

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### SKILLS :

- Create, edit and pre-mix sound effects and atmospheres, audio integration on FMOD and Unreal Engine 4. Uses of audio software: Protools, Reaper, Adobe Audition...
- Record actors (French and English) and process the voices for integration into the game, cleaning, synchronization and normalization of the voices . In close collaboration with the production managers, game designer ...
- Team spirit, motivation and creativity are the qualities most often requested.

### FORMATION :

- ISTS (ESRA Group, Paris, France, 2008-2011) :
  - DESTS Diploma: Bachelor of Sound Technics.
  - Certification Protools 101, 110 (June 2011).
- University of Marne-La-Vallée (Serris, France, 2006-2008): DEUG Diploma: Sound and Recording Materials Musical.
- Auguste Renoir High School (Asnières sur Seine, 2006): Baccalaureat in Littérature, with Music Specialisation (A-Level Equivalent)
- Music Academy Léo Délibes (Clichy, 1992-2006) :
  - Diploma of End of Studies of Music Training in 2003.
  - Piano Formation from 6 to 20 years old (1992-2006)

### LANGUAGES :

- **French** : Native language
- **English** : Professional Level
- **Japanese** : Level A2-B1 (preparing to JLPT N4)

