

AURORE PUPIL - SOUND DESIGNER

VIDEO GAMES – ANIMATED MOVIES

PROFESSIONAL EXPERIENCES

Sound Designer Freelance – From 2011 :

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

◆ **EPIIC Montpellier - Sound Designer – 2019 :**

Create, Sound Design and pre-mix on Protools for an animation movie « [Les Fils de Morphée](#) ». Collaborated with the director.

◆ **Cyber Group Studios - Sound Designer – 2018 :**

Create, Sound Design and pre-mix on Protools for a « [Happos Family](#) » season 2 animated series (31 episodes / 50). Collaborated with the director.

◆ **The Good Drive - Sound Designer – 2017 :**

Using Protools created different sound effects for roads, SFX cars, menu sounds, for the game [The Good Drive](#). Collaborated with the team. Introduction to Integration on Unity and Wwise.

◆ **Malkyrs Studio - Sound Designer – 2016 :**

Using Protools, created different sound effects for arena environments, SFX cards, menu sounds, for the game « [Malkyrs : The Arena of Eternity](#) ». Recording french and english comedians and cleaning voices for implementation in the game. Collaborated with the game designer.

◆ **Synthesis Group SGS – Sound Technician – 2015 - 2016 :**

Clean, synchronize and normalize audio files using Protools and Adobe Audition (French localization) :

- [Fallout IV + DLC](#) (summers 2015 and 2016)
- [Mafia 3](#) (2016)

◆ **We Are Bots Studio - Sound Designer – 2015 - 2016 :**

Using Protools, created sounds for ambient, SFX, rooms, Events, character, menu sounds, for the game [Drift Into Eternity](#). Collaborated with the team. Integrate some sounds into Unity.

Ubisoft Paris - Studio - Sound Designer Junior – 2011 :

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.

CONTACT

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SKILLS

- ◆ **Protools** : Certifications 101 and 110
 - ◆ **Adobe Audition** : Intermediate
 - ◆ **Vegas Pro** : Intermediate
 - ◆ **SoundForge** : Intermediate
 - ◆ **Reaper** : Beginner
 - ◆ **Unreal Engine 4** : Beginner
 - ◆ **Wwise** : Level Certification 101
 - ◆ **FMOD** : Beginner
 - ◆ **JIRA** : Beginner
 - ◆ **Perforce** : Beginner
 - ◆ **Working under pressure**
 - ◆ **Team Work**
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LANGUAGES

- ◆ **French** : Native Language
 - ◆ **English** : Professional Level
 - ◆ **Japanese** : Level A2-B1 (preparing for JLPT N4)
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EDUCATION

- ◆ **ISTS (Groupe ESRA, 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.
- ◆ **Lycée Auguste Renoir (Asnières sur Seine, France 2006) :** Baccalauréat in Littérature, with Music Specialisation (A-Level Equivalent)
- ◆ **Music Academy Léo Délibes (Clichy, France, 1992-2006) :**
- Diploma of End of Studies of Music Training in 2003.

Music Teacher – From 2007 :

Music lessons at home (French/English) for children and adults : piano and music theory.

- ◆ **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.

PERSONAL PROJECTS

- ◆ Sound design for video game projects and animated movies created by students about to graduate :
 - **Baobab** : Sup'Infocom Valenciennes (2012) : 3D animated film.
 - **Split The Road** : LISAA (2012-2013) : video game
 - **Tempête** and **Breakfast in Paris** : LISAA (2014) : 2D Animated movies.
- ◆ Sound Design competition « Soundtrack – Cologne », during 2 years. Sound Re-Design of an animated movie chosen by the Competition Judges, during one month :
 - **Apollo** (2012) : 3D animated movie.
 - **Replay** (2013) : 3D animated movie, selected among the top 14 (on 100 candidates).
- ◆ Sound Design on webserie and movies, while continuing to work for other video games :
 - **Les Seigneurs d'Outre Monde** (ERE2, 2015-2016) : Feature Film
 - **Aëdemphia** (2017 and 2020) : a game project, including cinematics and sounds ingame.
 - **Beyond Good and Evil 2** (2018) : For fun and training, with permission from Charlie Atanasyan, Alexandre Carlotti and Christophe Héral : complete sound re-design of the trailer (2 weeks), research for English-speaking actors, recording, cleaning, editing and mixing voices (one month).
 - **Horizon Zero Dawn** (2020) : For fun and training, complete sound re-design of the trailer, creating, editing and mixing. Collaborated with the composer Adrian Gomar.
 - **Demo-Reel 2020** : For fun and training, sound-redesign of extracts gameplay of Mario Party 9 and Devil May Cry 4, video editing.

INTERESTS

- ◆ Learning softwares and engines, like Wwise, FMOD, Unity and Unreal Engine 4
- ◆ Martial Arts : Aikibudo and Kobudo (ESC XV, Paris, France, from 2012)
- ◆ Video Games (retrogaming, Platform, RPG, JRPG, Music Games, MOBA...)
- ◆ Music Theory and Piano (since 1992)
- ◆ Japan : Learning langue since 2012, information on culture, daily life ...