

PIERRE DAUNIS

SOUND DESIGNER

Composer, Sound Designer and Interactive Music Designer with a background in Motion Design and Video Editing.

Proud of that symbiotic skillset, I want to see how far audio and visual can be intertwined, especially in videogames where syncing events can be challenging.

PROJECTS

LEAD AUDIO / TECH SD, "VIKING VILLAGE" (3D Game Exercise)

Feb - Apr 2021

- Supervision of the audio pipeline for a team of 7 sound designers to produce and integrate the audio assets for an entire map. Extensive usage of Github.
- Creation of various C# scripts linking Wwise and Unity for handling occlusion, states, game parameters, and other systems.

SOUND DESIGNER, "SEALT" (2D Platformer)

Jan - Mar 2021

- Creation of an audio design document establishing artistic and technical guidelines to follow during the production.
- Production and audio integration using FMOD / Unity, handled audio prefabs, scripting, and communication with the game design and programming team.

COMPOSER & SOUND DESIGNER, "BLACKWATER CRIMES"

May - Jul 2020

- Composition, production, and integration of one hour of music for a police investigation game based in 1920.

EDUCATION

MUSIC AND SOUND DESIGN BACHELOR, ISART DIGITAL

2019 - 2022
Paris 75011

- Student representative to the administrative council.
- "Great results" - 4.0 GPA.

HIGH SCHOOL DIPLOMA, Lycée Beauséjour

2016 - 2017
Narbonne 11100

WORK EXPERIENCE

VIDEO EDITOR, ECLYPSIA

2017 - 2018
Paris 75014

- Handled the creation of promotional videos and graphic assets.
- Research and Development around audiovisual and streaming technologies.

FREELANCE VIDEO EDITOR / STREAMER, as [ARKADATA]

2015 - 2019
Online

- Various audiovisual creations with a strong link to music (motion design/montages).
- Animated a gaming/video editing stream in French and English with around 1000~ spectators from 2015 to 2017.

INTERESTS

I still enjoy playing games and watching media surrounding it, albeit, in a different light than previously to my studies, it's going to be my safe zone if I want to chill out.

I'm a soundtrack collector, built myself a massive database, helps with knowing who worked on what.

Love studios specialized in 2D/3D animations like BLUR/Fortiche. I enjoy what's being done with modern technologies such as digital painting for concept art, using Unreal Engine for filmmaking, etc.

Also, I'm a Reddit user who should spend more time going out with his rollerblades instead of scrolling endlessly.

PORTFOLIO

ARKADATA.COM

CONTACT

EMAIL

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ADDRESS

Paris, 75012

LANGUAGES

FRENCH

Native

ENGLISH

Professional Proficiency

SKILLS

Audio & Music Production

Mixing & Mastering

Recording

Audio Integration

Audio QA/Profiling

Documentation

Soundlist Management

Video Production

Graphic Design

SOFTWARE

Reaper

Protools

Wwise

FMOD

Unity

Unreal Engine

GitHub

Perforce

Adobe Suite

PROGRAMMING

C#

C++

LUA