



# Hugo Sannier Durand

Junior sound designer

Portfolio : <https://hugosannier.github.io/Site/>

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📍 Angoulême, France



## TECHNICAL SKILLS



Reaper



Soundly



Wwise



FMOD



Unity



Unreal



GitHub  
Desktop



Notion



Musical  
Theory

## EXPERIENCES

- **October 2024 - February 2025** Ar Mare - Current project
  - Artistic direction establishment with the game artists.
  - Design and integration in Wwise and Unreal
  - Audio system design with game designers
  - 6 months production, 11 persons
- **March to July 2024** Puppy Guards - Mïa - Disco Gecko
  - Simultaneous work on several projects
  - Audio artistic direction establishment and asset realization
  - Integration with Wwise/Fmod and Unity C#
  - Communication with external composers
  - 3 months production, 6 - 8 persons
- **2022 - 2023** Middle school supervisor - Jean Wiener School
  - Team work
  - Managing unexpected situations and conflict resolution
- **Summer 2022** Intern - YellowCab Studio
  - Foley recording session preparation
  - Dolby Atmos mix session observation

## FORMATION

- **2023 - 2025 :** Master's degree Games and interactiv digital media - Audio Design | Cnam Enjmin
  - Deepened studies on teamworks in video game productions.
- **2020 - 2023 :** Bachelor's degree - Art and audio works
  - Basic digital audio concepts, microphony, studio technics
  - General sound design education and in-engine integration
  - Musical theory



## SOFT SKILLS

CURIOUS

AFFABLE

PATIENT

### HOBBIES :

Cooking      Graphics Novel  
Gardening      Roller Quad

### LANGUAGES:

French - Native  
English

### ASSOCIATIF WORK :

Organising severals event  
with the Enjmin's Student  
Comitee (Jam, E-sport event  
etc...)