



Hugo Sannier Durand

Junior sound designer looking for a 6 months internship

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📍 Angoulême, France



TECHNICAL SKILLS

Design :



Reaper



Soundly



Vital

Integration :



Wwise



FMOD

Moteur :



Unity



Unreal

Organisation :



Github Desktop



Notion

EXPERIENCES



**October 2024
February 2025**



Ar Mare - Current project

- Artistic direction establishment with the game artists
- Design and integration in Wwise/Unreal
- Audio systeme design with game designers



**March - July
2024**



Puppy Guards - Mia - Disco Gecko

- Simultaneous work on 3 different projects
- Audio artistic direction establishment and asset realization
- Wwise and Fmod integration and Unity C# integration
- Efficient communication with external composers



2022 - 2023

Middle school supervisor - Jean Wiener School

- Team work
- Managing unexpected situations and conflict resolution

FORMATION

2023 - 2025 : Master's degree Games and interactiv digital media - Audio Design | Cnam Enjmin



- Deepened studies on interactive audio
- Several months projects with various team size (6 - 11)

2020 - 2023 : Bachelor's degree - Art and audio works



- Basic digital audio concepts, microphony, studio technics
- General sound design education and in-engine integration

SOFT SKILLS

AFFABLE

CURIOUS

ADAPTABILITY

AUTONOMOUS

HOBBIES :

Cooking

Gardening

Graphics Novel

Roller Quad

LANGUAGEES:

French - Native

English - Native

ASSOCIATIF WORK :

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