HUGO
SANNIER DURAND

Junior sound designer

Creative and passioned, I completed my master's degree at CNAM ENJMIN by doing a 6 months contract at Ubisoft Paris. Now, I'm looking for my first job as a sound designer.

EXPERIENCES :

Sound designer assistant : *March to September 2025*
Ubisoft Paris - Unannounced Project

- Integration in Wwise and in-house engine
- Asset design (3C, ambiences, VFX etc...)
- Foley recording (banks et cinematics)
- Prototyping feature and audio mockups
- Versionned Wwise project
- Communication within a team of ten sound designers

Sound designer : *Ocrober 2024 to March 2025*
Cnam Enjmin - Ar Mare (Student project)

- Artistic direction establishement with game artists.
- Integration in Wwise and Unreal 5
- Field recording and voice recording
- Systems design and BP prototyping

Sound designer : *March to June 2024*
Cnam Enjmin - Dans les pas de Mia, Puppy Guards, Disco Gecko (Student projects)

- Realisation and integration of all audio assets
- Integration in Unity C# and Fmod
- Simultaneous work on several projects
- Communication with externals composers

SOFT SKILLS :

- Curious
- Affable
- Patient

LANGUAGES :

- French
- English

CONTACT :

sannierdurandhugo@protonmail.com

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

in Hugo SANNIER DURAND

FORMATION :

Master's degree JMIN - CNAM ENJMIN

Master's degree games and interactiv digital media
Cnam Enjmin 2023 - 2025

- Deepened understanding of game audio concepts
- Pratical learning on teamwork in video game productions.

Bachelor's degree Art : Music and audio jobs

Gustave Eiffel University
2020 - 2023

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

SKILLS :

- Reaper
- Wwise
- Fmod
- Unity
- Scripting (C#, Lua, BP)
- Unreal
- Git
- Perforce
- Confluence/Jira

HOBBIES :

- Cooking
- Comics
- Board games
- Gardening
- Roller
- Narrative and adventure video game