



Hugo Sannier Durand

Junior Sound Designer looking for a 6 months internship

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📍 Angoulême, France



TECHNICAL SKILLS

Design :



Integration :



Engine :



Organisation :



EXPERIENCES



October 2024
February 2025

Ar Mare - Current project



- Artistic direction establishment with the game artists
- Design and integration in Wwise/Unreal
- Audio system 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 Cnam Enjmin - Audio Design



- 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

LANGUAGES:

FRENCH - NATIVE
ENGLISH - FLUID