



Hugo Sannier Durand

Junior sound designer looking for a 6 months internship

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

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📍 Angoulême, France



TECHNICAL SKILLS



Reaper



Soundly



Wwise



FMOD



Unity



Unreal



Github Desktop



Notion

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



Ete 2022

Intern - YellowCab Studio

- Preparation of foley recording session
- Observation of Dolby Atmos mix session

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

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...)