

# Frederik la Cour

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<https://l4cour.github.io/lacour/gameaudio.html>



## Experience

### AUDIODESIGNER - DADIU - THE NATIONAL ACADEMY OF DIGITAL INTERACTIVE ENTERTAINMENT (Internship)

August 2021 - December 2021

Audio-implementation via Wwise in Unity, Sound Design, sound-recording and sound-editing for production of soundscapes, feedback-sounds, game-mechanic sounds such as the players movement and dynamic obstacles.

- Sound Design and Sound Editing
- Audio implementation in Unity via Wwise.
- interdisciplinary collaboration with composers, programmers, CG artists, game designers, game director, producer and QA/UR.
- experience with sound design and audio-implementation task-management.

### WORKSHOP INSTRUCTOR - DEN DANSKE FILMSKOLE - DADIU

August 2022 - August 2022

Online workshops with a focus on sound design and compositional approaches in games for new students at DADIU.

### WORKSHOP INSTRUCTOR - AARHUS UNIVERSITET - AUDIODESIGN

January 2022 - June 2022

Workshops with focus on fundamental understanding of analog and digital aspects of the microcomputer BELA. Performance of DSP sound code on the BELA platform.

### AUDIO TECHNICAL STUDENTHELPER - AARHUS UNIVERSITET - AUDIODESIGN

November 2020 - June 2022

Organizing and maintenance of sound-studio, audio-equipment and spatial sound installations. Setup and execution of up to 64 channel loudspeaker systems for Wave Field Synthesis, Dolby Atmos and Ambisonics.

### INSTRUCTOR - AARHUS UNIVERSITET - AUDIODESIGN

September 2021 - December 2021

Teaching master student's basic audio-programming and fundamental sound concepts in Max/MSP; Additive, subtractive, FM/AM, Granular synthesis, algorithmic composition technics, development of digital reverbs and dela

# Education

## DIGITAL DESIGN - AUDIODESIGN (MASTERS) - AARHUS UNIVERSITET

2020 - 2022

The Master in Audiodesign is about the study of sound in a broad sense. How can we perceive sound, how sound affects us and is created. The students will gain competences within designing and implementing af sound in interactive and adaptive media.

- learning IT-tools for sound-editing and audio-programming with Digital Signal Processing (DSP).
- Analysing and reflection of sound in digital media through aesthetic methods and theories.
- Analysing interaction between sound and image in various contexts. Composition and postproduction of sound with attention to musical expressions.
- Interdisciplinary collaboration in regard to development of designed products

## DIGITAL DESIGN - IT, AESTHETICS AND INTERACTION (BACHELOR) - AARHUS UNIVERSITET

2017 - 2020

The students learn to combine critical analysis and construction, in a way that allows for competent reflection on interactive digital technologies. With a particular focus on cultural and aesthetic relations involving digital technologies.

- Methods for making, programming, analysing and evaluating design processes prototypes and finished products

## IT-Tools

- Wwise
- Unity (C#)
- Ableton Live
- Max/MSP
- Reaper
- Unreal
- FMOD
- Github
- Processing (p5.js)
- Arduino, Raspberry Pi, BELA

## Language

- Danish
- English