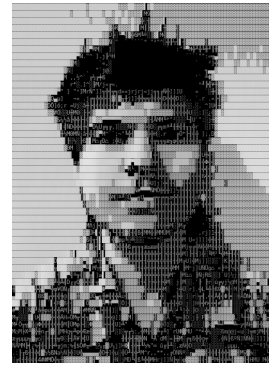


Rémi GEORGES

Computer Music Designer,
Sound Technician, Live-Coder Artist

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Education

Master's Degree in Computer Music Design

Jean Monnet University — Saint-Étienne, 2021–2023

Bachelor's Degree in Sound Technologies

UFR Ingémédia — Toulon, 2020–2021

BTS in Audiovisual Professions, Sound Engineering Option

Carnot High School — Cannes, 2018–2020

Baccalaureate in Engineering Sciences

Specialization in Computer Science and Digital Sciences

Langevin High School — La-Seyne-sur-mer, Graduation

Year: 2018

Musical Studies, Percussion

Conservatoires Toulon-Provence-Méditerranée, 2008–2018

Awarded the BEM (Brevet d'Études Musicales), CEM Level

Professional

ORG-RCHBRN

Computer Music Designer, since 2023

Collaborating with artist Vahan Soghomonian on sound installations ORG, ORG-RCHBRN, and MITRA.

Cookie Collective

Board Member, event/workshop organizer, focused on real-time creation:

video games, performances, live coding, video mapping, demoscene, and more.

GRAME, National Center for Music Creation

Research Intern on Faust and FPGA, 03/2023 — 08/2023

NOVELTY — Famusique

Intermittent Sound Technician, since 2022

Ordinateur dans la tête

Founder of cassettes and prints micro-label, since 2022.

GRAME, National Center for Music Creation

Research Intern on Faust and Live-Coding, April 2022

Cinéfabrique

Intermittent, July–August 2022

Boom Operator — Sound Assistant

DINOSAURES SARL

Sound assistant, January 27, 2020, to February 28, 2020

Preparation of Filming Equipment, Maintenance, and Repair

DUSHOW Nice

Sound Park Intern, May 27 to July 26, 2019

Preparation of Dante setups for various events and festivals,

Moustic Studio, during the Cannes Film Festival 2019

Sound Assistant at Radio Festival

Skills

Computer programming applied to audio:

Python(+), Faust(++), Max/MSP//PureData(++), C++(-), SuperCollider(++)

Dante digital Audio Networks Certifications. Sound / video gears and standards.

Live-coding tools and interfaces. Electro-acoustic Composition.

Audio Spatialisation Tools. Electronic music instrument conception.