



CHRISTOPHER KNIGHT

INTERACTIVE SOUND DESIGNER

Portfolio : chris-kn.github.io

+ Objective

To join a game dev team or an outsourcing company in the audio department, precisely in sound design and audio integration. My aim is to engage in technical and creative challenges leading to mesmerizing new virtual worlds.

i General info.

I am French and was born in 1991. I currently live in Angoulême, France.

Contact :
knight.christo@gmail.com
+33678051742

INTERESTS

- 🎵 Drums
- 📷 Travel
- 🍛 Curry
- 🤡 Humor

🎓 Education

2013 – 2015

Master degree - ENJMIN, Angoulême

Game audio conception, sound design, integration and interactive music.

2010 – 2013

Bachelor's degree - ISTS, Paris

Sound design, recording and production in linear media.

☰ Experience

Apr 2013 – Jul 2013

Nolife - TV channel

Sound recordist, editor & mixer

Apr 2012 – Aug 2012

La Canopée - Recording studio

Recording sound engineer assistant

⏏ Technical Skills

Wwise	●●●●●●●●●●●●●●●●●●
FMOD Studio	●●●●●●●●●●●●●●●●●●
Tazman Fabric	●●●●●●●●●●●●●●●●●●
UE4 Blueprint	●●●●●●●●●●●●●●●●●●
Pro Tools	●●●●●●●●●●●●●●●●●●
Reaper	●●●●●●●●●●●●●●●●●●
Reason	●●●●●●●●●●●●●●●●●●
Ableton Live	●●●●●●●●●●●●●●●●●●
Pure Data	●●●●●●●●●●●●●●●●●●

📄 Language

French	Native
English	Fluent