CHRISTOPHER KNIGHT

Game sound designer based in Paris, France

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SOFTWARE SKILLS

Pro Tools
Reaper
Reason
SoundMiner
Adobe Audition
Wwise (certified user)
FMOD Studio
Fabric
Soundtoys
Kontakt
Massive
Pure Data
Unity (and basic C#)
UE4
Perforce
Sourcetree/Gitkraken

LANGUAGES

French (Native)
English (Fully fluent)

INTERESTS

Playing drums in several bands
Singing in a modern choir
Electronic music production
Backpacking around the world
Photography
Cinema
Swimming

WORK EXPERIENCE

APRIL 2015 – PRESENT   **| SOUND DESIGNER**
G4F (Game Audio Factory) – Audio Outsourcing
Angoulême and Paris, France

- **Experience:** Working on all audio aspects of projects from pre-production to optimization.
- **Skills:** Sound Design, audio integration, voice recording and cleaning, field recording, vocal extraction, interactive musical composition and integration.
- **Teamwork:** Liaising directly with the development teams, advising on creative visions and feature proposals.
- **Autonomous work:** Organizing and planning my work rate to respect deadlines.
- **Management:** Delegating work projects to interns and supervising their input.
- **Projects worked on:** Mother Russia Bleeds, Endless Space 2, Endless Legend, Blood Bowl 2, Furi, Brice 3 (feature film), other unannounced AAA projects.

APRIL 2013 – JULY 2013   **| AUDIO ENGINEER**
Nolife TV Channel
Paris, France

- **Experience**: Working in a TV studio environment, operating in an autonomous way with an important level of responsibility in the team workflow.
- **Skills:** Voice recording, voice cleaning, editing, live and post mixing.

APRIL 2012 – AUGUST 2012   **| AUDIO ENGINEER**
La Canopée Music Studio
Velizy, France

- **Experience:** Working as the only in-house sound engineer in a new studio.
- **Skills:** Instrument recording, live and post mixing, studio set up: patch, console, session templates, hardware configuration.

EDUCATION

2013 – 2015   **| MASTER'S DEGREE**
Audio for Games and Interactive Media.
ENJMIN - Ecole Nationale du Jeu et des Médias Interactifs Numériques
(National School of Interactive and Digital Media)
Angoulême, France

- Game Audio workflow, teamwork, middleware, sound design.
- Working on team projects and game jams.

2010 - 2013   **| BACHELOR'S DEGREE**
Audio Engineering - Audiovisual specialization.
ISTS - Institut Supérieur des Techniques du Son
(Advanced Institute of Sound Technology)
Paris, France

- Sound design, recording, post-production for linear media: music and film.
- Also worked on spare time projects, shorts as boom operator, sound editor and mixer, and produced music tracks as a mixing and mastering engineer.