



CHRISTOPHER **K**NIGHT  
INTERACTIVE SOUND DESIGNER

Portfolio : [chris-kn.github.io](http://chris-kn.github.io)

**+** Objective

To join a game dev team in the audio department, precisely in audio integration and sound design. 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 :  
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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	Bilingual