CHRISTOPHER**KNIGHT**

GAME SOUND DESIGNER

PORTFOLIO : *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 mezmerizing new virtual worlds.

ⓘ General info.

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

Contact :
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+33678051742

INTERESTS

♫ Drums and music

✄ Curry

📷 Travel

🎓 Education

2013 – 2015	**Master degree - ENJMIN, Angoulême** Game audio conception. Sound design & integration.
2010 – 2013	**Bachelor's degree - ISTS, Paris** Audio engineering. Sound design, recording and production in linear media.

▤ Experience

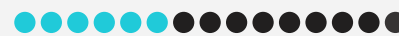|	
Apr 2013 – Jul 2013	**Nolife - TV channel** Sound engineer assistant Voice recording , editing, live & post mixing
Apr 2012 – Aug 2012	**La Canopée - Recording studio** Sound engineer assistant Recording, live & post mixing

<> Technical Skills

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

⊞ Language

French	Native
English	Bilingual