

CHRISTOPHER KNIGHT

GAME SOUND DESIGNER

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France ■

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Presentation

Hello.

I am very passionate about sound as an vector of **emotion and sensation**.
I do also believe that interactivity offers exclusive ways to think and experience audiovisual environments, be it for laughs, cries, speed, fear, contemplation, reflection, action or sheer pleasure of the ear.

This is why I chose to specialize myself in both sound design and audio integration with an **open-minded** interest for a large variety of virtual worlds.

I had the opportunity to work for diverse aesthetics such as sci-fi, heroic fantasy, retro and contemplative games.

INTERESTS

Drums and music

- Regular rehearsals in several bands (Jazz, soul, rock and metal)
- Electronic music production
- Intense and polyvalent listener

Cooking and discovering cultures with papillae

Travel and backpacking

- Unconditional love for India
- I like taking trains and meeting new people
- I enjoy improvised trips
- I have developped an interest for photography (people, places, instants) and photo editing.

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Experience

- Apr 2015 - Cur

Game Audio Factory - Angoulême, France

Game audio outsourcing company

Sound designer

Sound design, integration, voice recording, music.
> Having an experience of every aspect of a project, from pre-production to optimization. Worked on AAA games such as Blood Bowl 2.
- Apr - Jul 2013

Nolife - Paris, France

TV channel about video games and geek culture

Sound engineer assistant (Internship)

Voice recording/cleaning, editing, live & post mixing.
> Worked in an autonomous way, having an important level of responsibility in the workflow.
- Apr - Aug 2012

La Canopée - Recording studio, Velizy, France

Start-up centered on music recording and live sessions

Sound engineer assistant (Internship)

Recording, live & post mixing
> Helped to set the studio (patch, console, session templates, hardware configuration) as the start-up company was recently established.

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Education

- 2013 - 2015

Master degree - ENJMIN, Angoulême, France

Game audio conception

Sound design & integration.
> Working on team projects and game jams.
- 2010 - 2013

Bachelor's degree - ISTS, Paris, France

Audio engineering - Passed with merit

Sound design, recording and production for linear media.
> Worked on spare time projects like short movies as boom operator, sound editor & mixer. Also produced music tracks as a mixing and mastering engineer.

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Technical Skills

Wwise	Pro Tools	Pure Data
FMOD Studio	Reaper	Kontakt
Tazman Fabric	Reason	Soundtoys
UE4 Blueprint	Ableton Live	Massive

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Language

French	Native
English	Bilingual (English origins)