CHRISTOPHER KNIGHT

Game sound designer based in Paris, France

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SOFTWARE SKILLS

Reaper
Pro Tools
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
Singing in a choir
Music producing
Photography
Cinema

WORK EXPERIENCE

SEPTEMBER 2019 – NOVEMBER 2019 | SOUND DESIGNER
Novelab – VR/AR Audio Outsourcing
Paris, France

- **Experience**: Audio artistic direction and sound design for several VR and AR experiences with clients such as Atlas V, Lucid Realities and Arte.
- **Skills:** Real time binaural sound design, integration and mixing (Reaper/ Unity).

SEPTEMBER 2018 – MAY 2019 | SOUND DESIGNER
Accidental Queens
Lille, France

- **Experience**: Overall audio production for Alt-Frequencies, an audio narrative game experienced through a fictional radio set.
- **Skills**: Audio artistic direction, concrete and musical sound design for all radio station identities, voice mixing.

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 soundlist/feature proposals.
- **Autonomous work:** Organizing and planning my work rate to respect deadlines.
- **Management:** Delegating work projects to interns and supervising their input.
- **Games worked on:** Tropico 6, The Council, Mother Russia Bleeds, Genetic Disaster , Endless Space 2, Blood Bowl 2.

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.