CHRISTOPHER K N I G H T

GAME SOUND DESIGNER

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 - France •



Objective

I am currently looking for a **6 month internship** in the audio department of a game dev team, precisely in **audio integration** and **sound design**, starting in April 2015.

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.

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.



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.



Apr - Jul 2013 Nolife - Paris, France

TV channel about video games and geek culture

Sound engineer assistant (Internship)

Voice recording, editing, live & post mixing.

> Worked in an autonomous way, having an important level of responsability 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.

<⇒ Technical Skills

Wwise •••••••• **FMOD Studio** Tazman Fabric **UE4 Blueprint Pro Tools** Reaper Reason **Ableton Live** ••••••• **Pure Data**



French Native

English Bilingual (English origins)