CHRISTOPHER **KNIGHT**

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**.

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.

🎓 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.*

☰ Experience

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	●●●●●●●●●●○○●○●●●

⚑ Language

French Native

English Bilingual (English origins)