

CHRISTOPHER KNIGHT

Game sound designer

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SOFTWARE SKILLS

Pro Tools
Reaper
Reason
SoundMiner
Adobe Audition
Wwise ([certified user](#))
FMOD Studio
Fabric
Soundtoys
Kontakt
Massive
Pure Data
Unity (& basic C#)
UE4
Perforce
Sourcetree/Gitkraken

LANGUAGES

French (Fluent)
English (Fluent)

INTERESTS

Drums (several bands)
Electronic music production
Backpacking
Photography

WORK EXPERIENCE

SOUND DESIGNER // APR 2015 – PRESENT

G4F (Game Audio Factory)

Angoulême, France

- Sound design, audio integration, voice recording, cleaning, field recording, vocal extraction, music.
- An experience of every aspect of a project from pre-production to optimization.
- Communication with dev teams, creative vision / feature proposals, autonomous time organization.
- Projects include: Mother Russia Bleeds, Endless Space 2, Endless Legend, Blood Bowl 2, Furi, Brice 3, unannounced AAA projects.

AUDIO ENGINEER // APR 2013 – JUL 2013

Nolife (TV Channel)

Paris, France

- Voice recording, voice cleaning, editing, live & post mixing.
- Worked in an autonomous way, having an important level of responsibility in the team workflow.

AUDIO ENGINEER // APR 2012 – AUG 2012

La Canopée music studio

Velizy, France

- Instrument recording, live & post mixing, software setup.
- Studio setup (patch, console, session templates, hardware configuration)

EDUCATION

MASTER DEGREE // 2013 - 2015

ENJMIN

Angoulême, France

- Game Audio workflow, teamwork, middleware, sound design.
- Working on team projects & game jams.

BACHELOR DEGREE // 2010 - 2013

ISTS

Paris, France

- Sound design, recording & production for linear media. Audiovisual specialization.
- Also worked on spare time projects, shorts as boom operator, sound editor & mixer. Also produced music tracks as a mixing and mastering engineer.