

GASPARD MOREL TECHNICAL GAME AUDIO DESIGNER

Very adaptable and dedicated to push myself forward, I am looking for a healthy workplace with proactive, open-minded and passionate people, to achieve great goals and push the videogame medium forward.

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● Experience

2017 - Present

Netease Games

Technical Game Audio Designer

2016

Eko Software

Game Audio Designer

2012 - 2013

Vidélio, Abaques

Audio technician

2007 - 2015

Diverse seasonal/part-time

(Waiter, shops employee)

● Projects

2018 - Present

Stay Silent

VR videogame (early access)

2016

How to Survive 2/Handball 17

Shipped videogames

2015 - 2016

Bring it Back

6 months student videogame project

2015

Apoptosis/Un pas fragile

3 months student videogames projects

2013

Loft345

58 minutes documentary

● Skills

● Education

-Master degree - ENJMIN
Audio design for interactive medias
(2014-2016)
-Vocational degree - TAIS
Audio design option (2013-2014)
-Higher national diploma
Sound option (2009-2011)

● Languages

-French (native)
-English (bilingual)
-Chinese (learning)

● Hobbies

-Sports (Tennis, parkour)
-Music (Trumpet player)
-Videogames (adventure/action,
narrative and cooperative)
-Photography
-Travelling
-Human sciences (psychology,
philosophy)

