

GASPARD MOREL SENIOR TECHNICAL GAME AUDIO DESIGNER

Adaptable and dedicated to improve myself everyday, I am looking for a workplace filled with proactive, open-minded and passionate people, included in an environment that values players-oriented decisions and processes making videogames production a better and healthier process.



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gaspardmorel.com (most recent work not present - under NDA)



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Education

- Master's Degree - ENJMIN
Audio Design for Interactive Media
(2014-2016)
- Vocationnal Degree - TAIS
Audio Design (2013-2014)
- Higher National Diploma
Sound Option (2009-2011)



Languages

- French (Native)
- English (Bilingual)
- Chinese (Intermediate)



Hobbies

- Sports (Tennis, Bouldering, Cycling, Parkour)
- Videogames (Adventure, Action, Narrative-driven, Cooperative)
- Photography
- Travelling
- Music (Trumpet)
- Human Sciences (Psychology, Sociology)

Experience

2020-Present

Sumo Digital - Sheffield, UK

Senior Technical Game Audio Designer

Technical Implementation, Effects and Music systems design, Cross teams collaboration, Pipelines design and application, Mentoring
One unannounced project, one cancelled project and support on one pre-production project

2017-2020

Netease Games - Hangzhou, China

Mid-level then Senior Technical Game Audio Designer

Design, Technical Direction and Implementation, Research, Project Management, Mentoring, Cross-Site Collaboration, Projects:
-Stay Silent - multiplayer VR FPS
-Support on Chinese market projects (MOBA, action, RPG FPS), work on unannounced projects

2016

Eko Software - Paris, France

Game Audio Designer

Design, Production, Collaboration with Programmers
Completed Projects:
-How to Survive 2
-Handball 17

2014-2016

ENJMIN - Angoulême, France

Thesis Projects:

- Bring it Back
- Apoptosis
- Un Pas Fragile

2013

-Loft 345 (Documentary Film) Editing and Mixing

2012-2013

Vidéo, Abaques - France

Audio Technician - Live Installations, Sports, Cultural Events, Meetings, Musical Performances

Skills

Wwise

Audio&Tech
Communication

Perforce/SVN