

GASPARD MOREL

Game Audio Designer

Searching for an 6 months internship starting April 2016, within audio design and integration



gaspardmorel@mac.com



gaspardmorel.com



Twitter



LinkedIn

With good adaptative capabilities, I am interested by Sound FX/Foley and ambiances' production, especially in relation with their integration in-engine and the interactive audio systems' design.

EXPERIENCE/EDUCATION



2014-2016 : **Master's Degree - Sound Design for video games**
(ENJMIN - Angoulême)



June-August 2014 : **Sound engineer trainee - perchman, editing, mixing, web availability**
(Sisyphé Vidéo Association - Angoulême)



2013-2014 : **Vocationnal degree TAIS - audio design option**
(IUT - Angoulême)



2011-2013 : **Audiovisual Freelance - audio technician (live and broadcast)**
(Vidéo, Abaques, UTRAM - Toulouse)



2010 : **Audio technician trainee - post-production, live and broadcast**
(O'Bahamas/Ace Event - Paris/Bayonne)



2009-2011 : **Higher National Diploma - Audiovisual, sound option**
(Lycée René Cassin - Bayonne/Biarritz)



2007-2015 : **Diverse seasonnal/part-time**
(Waiter, polyvalent employee, fast-food)

SKILLS



- Audio Design
- Editing and Mixing
- Audio integration
- Interactive audio systems design
- Recording
- Live sound gestion



- Wwise
- Tazman Fabric
- Unreal Engine
- Unity 3D



- Pure Data/Max/MSP
- HTML/CSS
- Processing
- C/C++
- C#



- Pro Tools
- Nuendo
- Adobe Audition
- Logic Pro
- Github/SourceTree/SVN Tortoise

PROJECTS

Bring it Back [ongoing] (2015-2016, student project)
- Cooperative multiplayer videogame -
Whole audio conception, systems and integration
(Wwise and Unreal Engine 4)

Apoptosis (2015, student project)

- Videogame narrative experience -
Audio conception, music and SFX, granular synthesis with PureData, integration (Wwise and proprietary engine)

Quark Clash (2015, CNAM and CNRS project)

- Trading cards videogame -
Audio conception, SFX/ambiences, integration
(Fabric Audio and Unity3D)

Starpool (2014, game jam)

- Videogame for the Gaité Lyrique Jam -
Audio design and music, integration (Unity3D)

Loft 345 (audiovisual project)

- 58 minutes documentary -
Audio editing and mixing

LANGUAGES

- Native French
- Fluid English, written and spoken (common and technical)
- Italian notions

HOBBIES

- Sports (Tennis, Aïkido)
- Music (Trumpet player, jazz, brass band, symphonic)
- Cinema (Kusturica, Tarantino, Wright) and animation (Europe, Japan)
- Videogames universes and discoveries (Adventure/action, platform, cooperative and competitive multiplayer)
- Podcast (associate creator of podshows.fr and podradio.fr)