

# GASPARD MOREL

Game Audio Designer

Looking for opportunities within audio design and interactive 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



April-September 2016 : **Audio designer trainee - Videogames development** (EKO Software - Paris)



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



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



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



2011-2013 : **Audiovisual Freelance - audio technician (live and broadcast)**

(Vidéléo, 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
- Perforce/SVN Tortoise

## PROJECTS (selection)

**How to Survive 2 / Handball 17 (2016)**

- Shipped videogames -
- Audio conception, Foley and SFX, participation to integration (Proprietary engine)

**Bring it Back (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

**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, Aikido)
- 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)