

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)

🌐 linkedin.com/in/gm89

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 **Vidélio, Abaques - France**
Audio Technician - Live Installations, Sports, Cultural Events, Meetings, Musical Performances

Skills

Wwise

Audio&Tech
Communication

Perforce/SVN