# **GASPARD MOREL**

Game Audio Designer





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Twitter



LinkedIn

and interactive integration

With good adaptative capabilities, I am interested by Sound FX/Foley and ambiences' 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

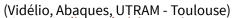
(Sisyphe Vidéo Association - Angoulême)



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



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





2010 : Audio technician trainee - post-production, live and



(O'Bahamas/Ace Event - Paris/Bayonne)

2009-2011 : Higher National Diploma - Audiovisual, sound op-



(Lycée René Cassin - Bayonne/Biarritz) 2007-2015 : Diverse seasonnal/part-time (Waiter, polyvalent employee, fast-food)

# **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

#### 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

# 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)