

GASPARD MOREL

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Born in Les Lilas (France, 93), October 26, 1989

Audio designer for videogames

EDUCATION

2014/2016 - Master Degree in Sound Design for videogames at ENJMIN-CNAM in Angoulême (France)
2013 - Vocational degree, Image and Sound techniques and activities (Sound Design option) in Angoulême (France)
2009/2011 - BTEC Higher National Diploma, Audiovisual course (Sound option) in Bayonne-Biarritz (France)
2008/2009 - First year of DUT (University degree in technology) in Orléans (France)
June 2008 - High School Diploma, scientific option, equivalent to A levels, with honors in Orléans (France)
June 2008 - Certificate in music and instrument exercise (trumpet) (8 years of studies) in Orléans (France)
2007/2008 - Formed to Sound technologies and Electroacoustic music by Emmanuel Vaillant, sound engineer

PROFESSIONNAL EXPERIENCE

From July 2015 to September 2015 : Game development (in co-operation with the CERN)

-Sound conception and creation for a card-based videogame in accordance with CERN wishes and objectives (with a team of 4 people).

From June 2014 to August 2014 : Associative audiovisual work (Sisyphe Vidéo)

-Technical expertise with sound recording, mix work with an associative web-tv.

From September 2012 to August 2013 : Sound and video technician/engineer with IEC/Soft Events, CSE, Utram, and Abaques

-Mainly event and broadcasting activities, through business shows, music, sports...

2010, May/June and November/December : Training courses («O'Bahamas» and «Ace Event Spectacle» - Levallois-Perret and Biarritz)

- Observation and activities with the professional sound engineers through recording and mixing within marketing and animation broadcast business, audio ambiance realisation for an exhibition - sound technician trainee with live events activities (concerts, theatre, conferences, dance...)

2007 to 2014 : Seasonnal jobs and polyvalent employee jobs

(Maintenance, kitchens, waiter and barman, department store employee...)

SKILLS

- Mother tongue is French, fluent with english and technical english
- Driver's licence
- Solid skills with audio recording, sound systems and post-production. Mastery of audio equipments (mixing consoles, systems, outdoor or indoor recording) and DAW/Editing softwares (Pro Tools, Pyramix and Sound Forge, mainly).
- Solid Skills of audio integration middleware (Audiokinetic's Wwise, Fabric), within Unity, UE or in-house engine.
- Technical knowledge with video equipments : setup, wiring with screens systems, video projectors and players.
- C/C++ and UNIX Operating Systems knowledges, such as GNU/Linux distributions or Mac OS X, and HTML/CSS knowledges.
- Office, photography and design software usage (Office, iWork, Aperture, Lightroom, Photoshop)
- Experienced with organisation, gestion and production of online contents.

INTERESTS

- Sports (mainly tennis, aikido, some team sports and Formula 1)
- Music
- Videogames
- Cinema
- Podcast (co-founder of podradio.fr)