




Régis Royer *Sound Designer*

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PROFILE

Sound Designer with experience working on Unity and Unreal games.
Comfortable with spatialization, interactive sound assets with Fmod and Wwise and enjoy field recording.

SKILLS

Game Audio Development

Fmod Wwise
Reaper Pro Tools
Unity Unreal

Music & Sound Design

Field Recording Musical Composition
Mixing & Mastering Sound Synthesis
Foley Interactive Audio Systems

PROFESSIONAL EXPERIENCE

- 2024/06 – 2024/10

Sound Designer
Freelance
Crafted the audio assets (sounds and ambiances) for an automotive project
Lead the audio integration on Unity
Provided help to the hardware integration inside the vehicle
- 2023/04 – 2024/02

Sound Designer (Internship)
Valeo Mobility Tech Center
Responsible of the sound and music assets for immersive experience in VR
Created interactive audio system using Fmod
Integrated the audio content in Unity
Conceived hardware audio installation for a specific showroom
Developed internal audio production infrastructure according to the company's needs
- 2020 – 2021

Electrical Systems engineer
AKKA Technologies
Wrote technical specifications
Conceived and prototyped an innovative electrical switch in the railway field
Followed up of suppliers and of the technical fulfilments
- 2015 – 2020

Electrical Modelling Engineer
AKKA Technologies
Provided electrical models In Matlab and Saber for clients in the aeronautic field
Coded Scilab scripts to automate simulation tests and post processing
Designed technical tools in Python for the R&D department
- 2012 – 2015

Electrical Engineer in Apprenticeship
Aeroconseil
Led a study about a new power management system on airplane electrical emergency systems using fuzzy logic
Analyzed results based on Saber & Matlab simulations

PROJECTS

- 2023/09 – 2024/06

Audio Designer
GumGumCup: party Game, end of school project
GumGumCup is a local 4 multiplayer party game, developed in Unreal Engine 4, for PC
Creating all the sound and music contents of the game,
Developing the interactive audio system using Wwise

Implementing the audio assets using Unreal Engine Blueprint

2023/07

Field Recordist

Water Sounds: free water sound bank

Recorded water sounds during a road trip around Iceland.

Post processed the samples, sorted, and named them using UCS Convention

Released it as a free sound bank on 99 sounds website

<https://99sounds.org/water-sounds/> 

2023/06

Audio Team Leader

Caedes: short animated movie


Audio team leader of 4 people

Defined the Art direction of the movie with the animation team

Recorded the foleys of the movie

Produced most of the sound design assets

Mixed the audio content in Pro Tools

<https://www.youtube.com/watch?v=rlqklp9yX4Y> 

2023/02

Sound Designer

Miw's Legacy: 2D platformer game, school project

Created all the sound design assets of the game with Reaper


Implemented the audio content using Unity and Fmod

2022/10

Music and Sound Designer

Ludum Dare 51: every 10 seconds, global game jam

Produced all sound design and music assets

<https://ldjam.com/events/ludum-dare/51/umbrella-revenge> 

2019 – 2023


Keyboardist, Singer, and Arranger


Blindsight & Liquid Imagery Album: Stormhaven Band

Recorded and programmed all the synth arrangements and orchestration

Defined the song structures

Sang and recorded some of the guttural voices

<https://stormhavenband.bandcamp.com/album/blindsight-extract> 

<https://stormhavenband.bandcamp.com/album/liquid-imagery> 

EDUCATION

2021 – 2024

Paris, France

Bachelor's Degree in Music & Sound Design

ISART DIGITAL

2012 – 2015

Toulouse, France

Master's Degree equivalent in Electrical Engineering

ENSEEIH Electrical, Computer Science, Hydraulics Engineering School

2007 – 2010

Toulouse, France

Bachelor's Degree in Jazz Musicology

Jean Jaurès University

LANGUAGES

French

Native speaker

English

Full professional proficiency

INTERESTS

Music

- Electric Guitar
- Bass Guitar
- Keyboard
- Sing

Sports

- Trekking
- Boxing
- Boulder Climbing
- Running