

# GASPARD MOREL 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, all of whom want to achieve greatness and push the videogame medium forward.

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## ● Experience

2018-Present **Netease Games - China**  
**Senior Technical Game Audio Designer**  
Design, Technical Direction, Production, Implementation, Research, Project Management, Mentoring, Cross-Site Collaboration, Engine Development, in a demanding environment  
Recently Completed Projects:  
-Stay Silent - early access VR game (being iterated)  
-Support on Chinese market projects (moba, action, rpg, fps), work on unannounced projects

2017-2018 **Netease Games - China**  
**Technical Audio Designer**  
Design, Technical Direction, Production, Implementation, Research

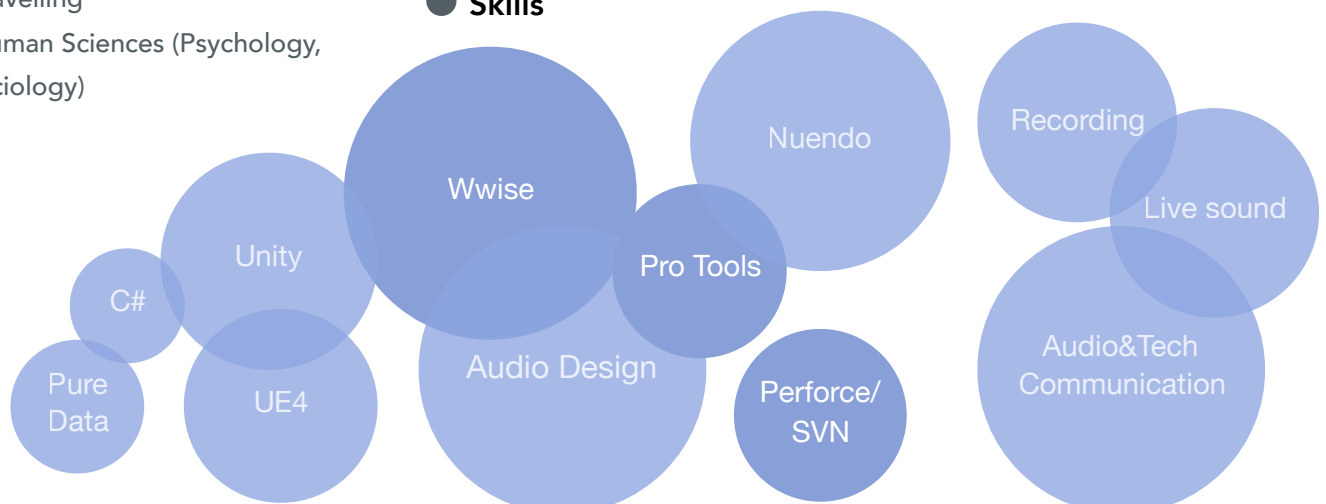
2016 **Eko Software - France**  
**Game Audio Designer**  
Design, Production, Collaboration with Programmers  
Completed Projects:  
-How to Survive 2  
-Handball 17

2014-2016 **ENJMIN - 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



## ● Education

-Master's Degree - ENJMIN  
Audio Design for Interactive Media  
(2014-2016)

-Vocational Degree - TAIS  
Audio Design (2013-2014)  
-Higher National Diploma  
Sound Option (2009-2011)

## ● Languages

-French (Native)  
-English (Bilingual)  
-Chinese (Intermediate)

## ● Hobbies

-Sports (Tennis, Parkour)  
-Music (Trumpet)  
-Videogames (Adventure, Action, Narrative-driven, Cooperative)  
-Photography  
-Travelling  
-Human Sciences (Psychology, Sociology)