

GASPARD MOREL

Game Audio Designer



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Twitter



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LinkedIn

Looking for opportunities within audio design and interactive integration

With good adaptative capabilities, I am interested by Sound FX/Foley and ambiances' production, especially in relation with their integration in-engine and the interactive audio systems' design.

EXPERIENCE/EDUCATION



April-September 2016 : Audio designer intern - Videogames development (EKO Software - Paris)



2014-2016 : Master's Degree - Sound Design for video games (ENJMIN - Angoulême)



June-August 2014 : Sound engineer intern - perchman, editing, mixing, web availability (Sisyphé Vidéo Association - Angoulême)



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



2011-2013 : Audiovisual Freelance - audio technician (live and broadcast) (Vidéo, Abaques, UTRAM - Toulouse)



2010 : Audio technician intern - post-production, live and broadcast (O'Bahamas/Ace Event - Paris/Bayonne)



2009-2011 : Higher National Diploma - Audiovisual, sound option (Lycée René Cassin - Bayonne/Biarritz)



2007-2015 : Diverse seasonal/part-time (Waiter, polyvalent employee, fast-food)

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

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 (Fabric Audio and Unity3D)

Loft 345 (audiovisual project)

- 58 minutes documentary - Audio editing and mixing

LANGUAGES

- Native French
- Fluid English, written and spoken (common and technical)
- Chinese notions (learning)
- Italian notions

HOBBIES

- Sports (Tennis, Aikido, Parkour, Formula 1)
- 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)