

# ALEXANDRE SCHNEPF

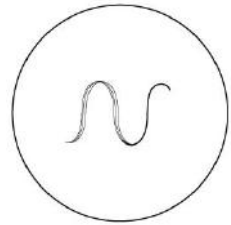
26 years old, driving license

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## Game Sound Designer

Free to relocate, I am a proactive and passionate sound designer. I work on both artistic and technical aspects.

### Experiences

#### SuperMassive Games – VR Game

2017 – current. Concept, create and integrate, narrative enhancing, immersive sound design for PS4 VR Game.

#### Ubisoft Mobile Paris – 3 Games

2016 – 2017, 1 year. In charge of the sound design of two games - City Of Love Paris and an unannounced game, additional sound design for Smurf Epic Run, audio engine design.

Audio artistic direction, sound design, field record, music edit and mix, integration (Unity, Wwise, in-house engine), mixing, audio debug, audio for trailers.

#### UNIVR – Virtual Room escape game

2016, 3 months. In charge of the sound design and the integration of Virtual Room – multiplayer VR escape game with HTC Vive.

Sound design, recording, editing, integration on Unreal Engine 4, mixing.

#### Amplitude Studios, Endless Legend

2015, 3 months. Working with Arnaud Roy, Amplitude Studios audio director and composer. Record, edit, mix and mastering for the musics.

#### Field recording

2012 - 2017. Multi-channel, native binaural, hydrophones. Commercial soundbanks constitution.

#### Freelance sound designer

2013 – 2015 In charge of the audio of 70 projects - Fictions, indie video games, advertising, documentaries.

Teamwork, recording, editing, mixing, binaural and 5.1.

#### Widoobiz radio

2012 (6 months). Recording, Editing, Mixing, Diffusion, Live.

### Studies

#### ENJMIN

2014-2016. Master's Degree in sound design. French National School of Video Games and Interactive Media.


#### Research Paper – Rooted Reality


2012-2013. Research paper on the immersion, psycho-acoustic, VR, binaural and multi-channel localisation.


#### ISTS – ESRA Paris


2010-2013. Bachelor Degree in sound engineering. Recording, editing, mixing, acoustics, multi-channel.

### Abilities


 **Computing** Wwise, Fmod, Unity, UE4, Protools, Nuendo, Reaper, Sound Forge, Pure Data, Wide Range of audio plugins, Github, Perforce, Pack office, Open Radio.

 **Hardware** SSL, Neve, Yamaha, Avid, Apogee, Nagra, Sound Devices, AETA.

 **Record** Field recording, studio, multi-channel, binaural native, hydrophones, HF.

 **Diffusion** Surround, Binaural, EBUR128, Live broadcast.

 **Language** Native French, Fluent English.

 **Programming** Basic Java; Lua, C# and C++ programming.

### Interests

Traveling and field recording (Australia, Asia, America), Video games (Puzzle Games, FPS, Open world), Arts, Baking.