

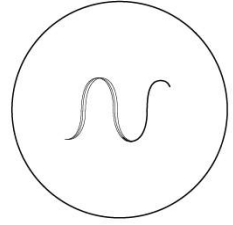
ALEXANDRE SCHNEPF

27 years old, France

Alexandre.schnepf@gmail.com

+336.52.72.75.46 - Skype: aschnepf16

alexandreschnepf.com [LinkedIn](#)



Game Sound Designer

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

Experiences



Ubisoft. Sound Designer

2018 – Current, 1.3 year. Montpellier

Work on artistic direction, design, integration and planarization.

Ghost Recon Breakpoint

Assassin's Creed Odyssey - Cinematics

BGE2 - Marketing content

2016 – 2017, 1 year. Mobile department, Paris

In charge of all the audio, from artistic direction to design, integration and marketing.

City Of Love: Paris

The Mighty Quest for Epic Loot

Smurf Epic Run, additional sound design

In-house engine audio feature design



SuperMassive Games. Sound Designer

2017, 6 months. The Inpatient (PSVR)

In charge of the ambiances and reverbs.

Design, integration, binaural, mix - UE4, Wwise



Virtual Room. Sound Designer

2016, 4 months. VR Escape Game (HTC Vive)

Audio direction, sound design, integration, mix, UE4.



Amplitude Studios, Music assistant

2015, 3 months. Endless Legend

Record, edit, mix and mastering.



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, ads, documentaries.

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

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. The impact of the sound on the body and the psyche.



ISTS – ESRA Paris

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

Abilities



Language Native French, Fluent English.



Computing

- Wwise, Fmod, UE4, Unity, in-house engines
- Reaper, Protools, Nuendo, Sound Forge
- Wide Range of audio plugins, granular synthesis
- Github, Perforce, Jira, Trello, Pack office



Hardware SSL, Neve, Yamaha, Avid, Apogee,

Nagra, Sound Devices, AETA.



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



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

Interests

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