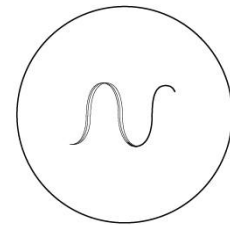


# ALEXANDRE SCHNEPF

30 years old, France

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## Game Sound Designer

10 Years of experience, 13 shipped games. I am a proactive and passionate sound designer.

I work on both artistic and technical aspects. Let's get in touch !

### Experiences



#### Ubisoft. Sound Designer

2018 – Current, 4.5 years, Montpellier

Work on artistic direction, design, integration.

Beyond Good And Evil 2

Riders Republic – Part of the core team

Immortals Fenyx Rising - Cinematics

Rayman mini – Marketing content

Ghost Recon Breakpoint – Part of the core team

Assassin's Creed Odyssey - Cinematics

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.