

Clément Duquesne

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Portfolio : www.clementduquesne.com

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Game Audio Designer

Experience

- 2016 - 2017 - **Swing Swing Submarine : Unannounced project**
Audio designer, Composer & Programmer (C#/Unity3D)
- 2013 - 2016 - **Ubisoft Paris then Ubisoft Montpellier : Ghost Recon Wildlands**
Audio designer
Asset creation/integration, system design, pipeline specification, technical overviewing
- 2012 spring - **Société des Arts Technologiques (Montréal, Canada) :**
Intern
Design, prototyping and audio for immersive 360° experiences. (3-month internship)

Education

- 2013 - ENJMIN, Game sound design, Master Degree
- 2011 - Bachelor in Music & Musicology, Lyon 2 University
- 2010 - Harmony diploma, Lyon's Conservatory

Skills

- Software** - Cubase, Nuendo, Wwise, Sound Forge, Reaper, FMOD, Unity3D, PureData, UDK, Pro Tools, 3DS Max, Photoshop, Perforce, JIRA, Mercurial
- Programming** - C#, Python (notions), Processing (notions)
- Languages** - English (fluent written & spoken), German (basic written & spoken)
- Other** - Music composition & production

Other projects

- 2012 - **SerpenteS** : Sound design & audio scripting (Honorable Mention - IGF 2012)
- 2012 - **Cosmogonie** : Audio experiment (Audio 1st prize - Ludum Dare 24)
- ...
- (More on www.clementduquesne.com)

Hobbies

Music, Hiking, Cinema, Game jams