



Baptiste Denoux

Sound Designer

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Contacts

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in [Linkedin](#)

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📍 PARIS, FRANCE

Languages

English : Working knowledge

French : Mother tongue

Soft Skills

- Creativity
- Teamwork
- Sense of service
- Rigor and precision

Interest

- Reading books and comics
- Cinema and video games
- Theater

Skills

- Audio Integration with Wwise and FMOD,
- C# and Blueprint Programming on Unity and Unreal,
- Music production on Ableton Live,
- Audio production: sound editing, Sound design, mixing, recording on Reaper and Protools,
- Office and Adobe licenses,
- Preparation of quotations and invoices.

Expériences

June 2022 - Now

Sound Designer and Composer

As a freelance Sound Designer, I had the opportunity to work on several projects, both video games and short films. In particular, I worked on the games *Blooming Business: Casino*, *HamsterMind*, *Wordatrol!*, and a documentary, *Sans ligne d'horizon*.

Sept 2021 - June 2022

Sound Designer and Composer

During our last year of study, we had to create a game from scratch with a team of 20 students. I worked on *Bet'n'Die*, an online multiplayer arena FPS, along with another Sound Designer. We composed the music and created the sounds. It was also a huge technical challenge due to the game's scope.

Jan - June 2022

Sound Designer

I created at *Intuitive Instruments*, synth presets for Surge XT, for an MPE MIDI Controller. I had to design 70 presets for many categories of sounds and keep variety and coherence between the presets.

Apr - July 2021

Sound Editor and Mixer

During this internship, I worked on the podcast *1 Jour, 1 Entrepreneur*. I was in charge of the sound editing and mixing. I also did some sound design for the introduction of a future podcast.

Education

2019 - 2022

Isart Digital

Music and Sound Design Bachelor's Degree at Isart Digital Paris

Juin 2019

Lycée Van Gogh

French Baccalauréat in Sciences with distinction