LOUIS ALET

SOUND DESIGNER

CONTACT

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Portfolio: www.louis-alet.com
Soundcloud: Coalescent Tides &
Incidental Blueprints

EDUCATION

MASTER'S DEGREE IN GAME AUDIO
ENJMIN, Angoulème, 2013 - 2015

BACHELOR'S IN SOUND ENGINEERING
ISTS, Paris, 2010 - 2013

BACHELOR'S IN SEMIOTICS
ICT, Toulouse, 2006 - 2009

LANGUAGE SKILLS

French : Native
English : Fluent
German: Intermediate

Travels: one year Australia & six months USA

INTERESTS

DIY Electronics, Guitar, Synths
Sound Art, Live Music
Outdoors, Travels
Literature & Cinema
Games, obviously

EXPERIENCE

UBISOFT | From Apr 2017 - Currently Employed

Interactive Sound Designer - Just Dance 2018 & 2019, Steep

Creation of assets, integration, nodal sound management inside game engine, voice recording, workflow tools development.

AUDIOGAMING | From Apr 2015 - Apr 2017

Sound Designer, R&D Engineer - Le Sound, Type Rider, Misc

Development of Sound Design tools with procedural & generative core features, creation of assets, integration in game engine .

ORBE | From July 2014 - Oct 2014

Sound Designer - Confluence Museum, MUCEM, Misc

Development of transmedia & mixed reality sound mobile apps, creation of assets and audio flows with Pure Data. Internship.

MINUIT ZERO-UNE | 2013

Composer - Comissioned work for a theather play

Music & sound design production , live mixing and FOH engineering .

FESTIVAL D'AVIGNON | 2012 and 2013 summer

FOH Engineer - Théâtre de la condition des soies

Internship in summer 2012 & 2013, mixing plays and concerts, part time stage manager.

SKILLS

AUDIO

• Audio Engines : Wwise, FMOD, Pure Data, MAX/MSP, Fabric

• DAWs : Pro Tools, Ableton, Nuendo, Reaper, Logic, Common VSTs

• Sound Editing : Soundforge, Audition, Izotope

• Proficient with studio equipment and synthesizers

MISC

• Game Engines: Unity, Unreal Engine 4

• Development : Python, Javascript, P5, some C#

• Versioning : Git, SVN, Perforce

• Design : Office and Adobe CS

• OS : Win, Mac , Linux