

# LOUIS ALET

## INTERACTIVE SOUND DESIGNER

### Experience

Started 2015 **Interactive Sound Designer**

*AudioGaming, Toulouse, France*

Development of Sound Design Tools with procedural features for interactive media - Sound Assets for games - Game Engine Integration



2014 **Interactive Sound Designer**

*Orbe, Paris, France - 3 months*

Prototyping interactive sound experiences on mobile phones and integration & editing of sound assets for augmented & virtual reality applications .



2013 **Sound Designer / Composer**

*Compagnie Minuit Zero Une, Palaiseau, France*

Music and Sound Design production for a theater play ( Medea's myth ), live mixing and FOH Engineering.



2012- 2013 **FOH Engineer**

*La condition des soies, Avignon, France*

Internship in summer 2012 and 2013 for Avignon theater festival. FOH Engineer and Stage Manager .



2011 **Assistant Stage Manager**

*Le Bus Palladium, Paris, France - 2 months*

Stage and Booth manager, Backline technician, FOH engineer .



### Projects

2015 **I Was A Child**

Project about child soldiers, worked as Sound Designer and composer. Featured at FMX 2015 and Games for Change Festival 2015 Paris.



2014 **Unisson**

Interactive exploration experience based on sound  
Creation of a procedural system of electroacoustic arrangements



2014 **Unchain Melody**

MIDI controlled rhythm game . Technical and artistic production of interactive musics and effects



2013 **Audio Street Toys**

Conception and making of analog synthesis modules in Paris streets for bachelor thesis, "Urban sound activism"

2012 **Red Karma**

Short film for student project : Direction, Scenario, Mixing

### Contact info

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### Education

**Master's degree in Game Audio**  
CNAM - National School of Game and Interactive media, Angouleme, France  
2013 - 2015

**DESTS Diploma of Sound Engineering**  
ISTS - Institute of Sound Technics, Paris  
2010 - 2013

**Bachelor of Arts in Cultural Mediation**  
ICT Toulouse, France  
2006 - 2009

### Skills

Sound Design  
Composition

Pro Tools  
Reaper  
Logic Pro  
Ableton

Studio Recording  
Sound Editing  
Field Recording

Soundforge  
Audition  
Nuendo

Interactive audio  
Post-Production  
Videogame  
audio

Wwise  
Fmod  
Fabric  
Master Audio  
Unity  
Unreal Engine

Programming

Pure Data  
Max MSP  
Chuck  
Python  
Javascript

French : Native  
English : Fluent (TOEFL : 109/120)  
German : Intermediate

### Interests

- DIY Electronics
- Guitar & Keys
- Sound Art
- Journalism & Geopolitics
- Outdoor Sports
- Travel & Backpacking