

MÉDELICE MONNEL

CONTACT

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City : Versailles(78), France

Nationality : French

SKILLS

TRANSFERABLE SKILLS

- Sound creation
- Sound editing and mixing
- Implementation and integration of interactive audio systems in game engines (interactive music systems, dynamic environmental sound systems, etc.)
- Sound recording outdoor (on set, ambiance, etc.) and indoors (voice, sound effects, etc.)

SOFT SKILLS

- Creativity
- Energy
- Team spirit
- Attention to detail
- Enthusiasm
- Passion

LOGICIELS

- | | |
|---------------------|----------------|
| • ProTools | • Wwise |
| • Unreal Engine | • Tortoise SVN |
| • Unity 3D | • Soundforge |
| • Cubase | • Logic Pro |
| • Reaper | • Premiere Pro |
| • Perforce | • Gimp |
| • Affinity Designer | |

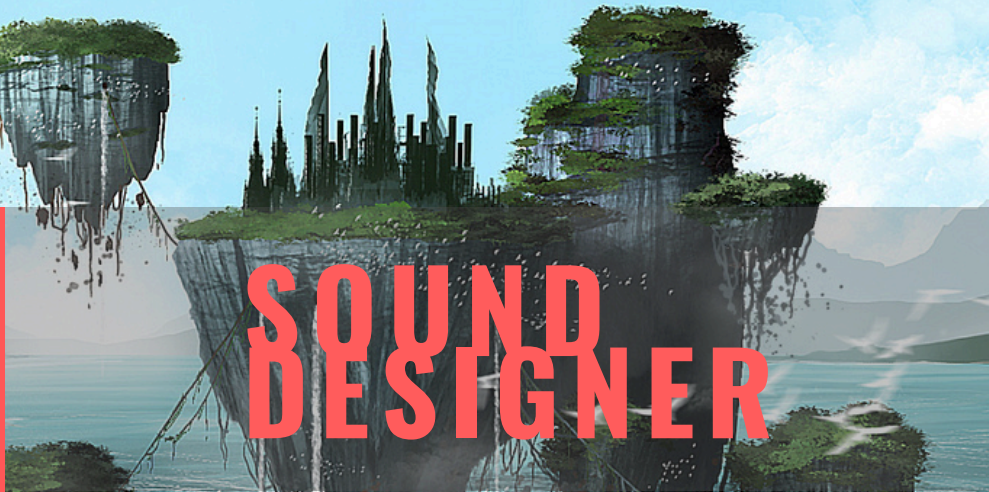
HOBBIES

Music : Drum, keyboard, guitar
Video games
Books : SF, dystopian novels, comics, manga
Travel
Crafting: Sewing, crochet, embroidery,
bookbinding...

LANGUAGE

• **French** : Native

• **English** : Proficient conversational level



PROFESSIONAL EXPERIENCE

Sound Designer at AMS

Since 2022

- Sound design for non-thermal vehicles (SSA)

Sound Designer at DROM Games

November 2020

- Sound designer for the mobile game Game of Logos

Sound Designer at Spiders

July-December 2018

- Sound designer for Greedfall

Sound Designer ISTDS in collaboration with Objectif 3D

April-July 2017

- Sound designer for two VR games

Internship at Studio Nyx

June 2016

- Sound design for an interactive presentation for DCNS

ESRA productions

2013-2016

- Sound operator for two short films
- Musical recordings in analog and digital studios
- Radio broadcasting
- Live broadcast of a television program
- Creation of the soundtracks for two 3D animation films
- Sound operator for a commercial
- Creation of an audio game as part of my final year thesis

EDUCATION AND DEGREES

ISTDS Montréal (Higher Institute of Sound Design Techniques)

2016-2017

- Certificate: Sound Design for Video Games

ESRA Brittany (Higher School of Audiovisual Production)

2013-2016

- Certificate: Chief Sound Operator (Level II - European Level VI)