

CHRISTOPHER KNIGHT

Game sound designer based in Paris, France

knight.christo@gmail.com | [linkedin.com/in/chrisksound](https://www.linkedin.com/in/chrisksound) | christopherknight.audio | tel: +33 678051742

SOFTWARE

SKILLS

Pro Tools
Reaper
Reason
SoundMiner
Adobe Audition
Wwise ([certified user](#))
FMOD Studio
Fabric
Soundtoys
Kontakt
Massive
Pure Data
Unity (and basic C#)
UE4
Perforce
Sourcetree/Gitkraken

LANGUAGES

French (Native)
English (Fully fluent)

INTERESTS

Playing drums in
several bands
Singing in a modern
choir
Electronic music
production
Backpacking around
the world
Photography
Cinema
Swimming

WORK EXPERIENCE

APRIL 2015 – PRESENT

| SOUND DESIGNER

G4F (Game Audio Factory) – Audio Outsourcing

Angoulême and Paris, France

- **Experience:** Working on all audio aspects of projects from pre-production to optimization.
- **Skills:** Sound Design, audio integration, voice recording and cleaning, field recording, vocal extraction, interactive musical composition and integration.
- **Teamwork:** Liaising directly with the development teams, advising on creative visions and soundlist/feature proposals.
- **Autonomous work:** Organizing and planning my work rate to respect deadlines.
- **Management:** Delegating work projects to interns and supervising their input.
- **Games worked on:** Tropico 6, Mother Russia Bleeds, Genetic Disaster, Endless Space 2, Blood Bowl 2, other unannounced projects.

APRIL 2013 – JULY 2013

| AUDIO ENGINEER

Nolife TV Channel

Paris, France

- **Experience:** Working in a TV studio environment, operating in an autonomous way with an important level of responsibility in the team workflow.
- **Skills:** Voice recording, voice cleaning, editing, live and post mixing.

APRIL 2012 – AUGUST 2012

| AUDIO ENGINEER

La Canopée Music Studio

Velizy, France

- **Experience:** Working as the only in-house sound engineer in a new studio.
- **Skills:** Instrument recording, live and post mixing, studio set up: patch, console, session templates, hardware configuration.

EDUCATION

2013 – 2015

| MASTER'S DEGREE

Audio for Games and Interactive Media.

ENJMIN - Ecole Nationale du Jeu et des Médias Interactifs Numériques

(National School of Interactive and Digital Media)

Angoulême, France

- Game Audio workflow, teamwork, middleware, sound design.
- Working on team projects and game jams.

2010 - 2013

| BACHELOR'S DEGREE

Audio Engineering - Audiovisual specialization.

ISTS - Institut Supérieur des Techniques du Son

(Advanced Institute of Sound Technology)

Paris, France

- Sound design, recording, post-production for linear media: music and film.
- Also worked on spare time projects, shorts as boom operator, sound editor and mixer, and produced music tracks as a mixing and mastering engineer.