

CHRISTOPHER KNIGHT

Interactive sound designer based in Paris, France

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SOFTWARE

SKILLS

Reaper
Pro Tools
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
Singing in a choir
Music producing
Photography
Cinema

WORK EXPERIENCE

SEPTEMBER 2019 – NOVEMBER 2019

| SOUND DESIGNER

Novelab – VR/AR Audio Outsourcing

Paris, France

- **Experience:** Audio artistic direction and sound design for several VR and AR experiences with clients such as Atlas V, Lucid Realities and Arte.
- **Skills:** Real time binaural sound design, integration and mixing (Reaper/ Unity).

SEPTEMBER 2018 – MAY 2019

| SOUND DESIGNER

Accidental Queens

Lille, France

- **Experience:** Overall audio production for Alt-Frequencies, an audio narrative game experienced through a fictional radio set.
- **Skills:** Audio artistic direction, concrete and musical sound design for all radio station identities, voice mixing.

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, The Council, Mother Russia Bleeds, Genetic Disaster , Endless Space 2, Blood Bowl 2.

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.