

# THIBAUT ALUNNI

## SOUND DESIGNER

I am passionate about creating soundscapes and sound, as well as incorporating them into video games, which I always consider a personal achievement. Through my experience in fiction, advertising, and filmmaking, I have gained in-depth knowledge of cinematic techniques and field sound recording. My goal is to work for a company that will enable me to develop both artistically and technically.

## EDUCATION

### 2011 ESRA - ISTS

2014 Degree +3 of Institut Supérieur des Techniques du son - Audiovisual option

### 2020 COURTS ON

Training in sound design and sound integration on Wwise and unity, supported by AFDAS

## SKILLS

- Sound Design
- Mix TV & Cine 5.1
- Implementation Engine
- Sound Editing
- Foley Recording
- Voice Recording
- Composition

## SOFTWARES

- Wwise Audiokinetic
- Unreal Engine 4 & 5
- Reaper
- Pro Tools
- Ableton Live
- Perforce
- Jira

## LANGUAGE

French - Native language  
English - Intermediate +  
Spanish - Elementary

## EXPERIENCE

### 2023 DON'T NOD - BANISHERS

#### SOUND DESIGNER

Team : 6 Sound Designers

- Soundscapes design
- Cutsscenes SFX design
- IGE & Quests SFX / foleys design
- UI interface SFX design
- Implementation engine

### 2022 DON'T NOD - UNANNOUNCED PROJECT

#### SOUND DESIGNER

Team : 2 Sound Designers

- Soundscapes design
- Cutsscenes SFX design
- Implementation engine

### 2021 SLOCLAP - SIFU

#### 2022 SOUND DESIGNER

Team : 5 Sound Designers

- Cutsscenes foleys / SFX design
- UI menu & interface SFX design
- Footsteps design
- Implementation engine

### 2018 SCHMOOZE

#### 2020 STUDIO ASSISTANT

- Mix 2.0 R128 & 5.1 for advertising (TV & Cinema)
- Sound editing
- Voice recording
- Music supervision (movie & advertising)

### 2015 FREELANCE

#### 2023 SOUND ENGINEER

- Boom operator
- Sound editing & mix for web series
- Sound design for jingles
- Sound Engineer for theaters

FRANCE TV - WEBEDIA - ETAM - COTY LANCASTER - GRIESSER FRANCE  
CANAL + - ANTHEA ANTIBES - FESTIVAL NUITS DU SUD