Clément Duquesne

Game Audio Designer

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EMPLOYMENT

Audio & Music designer / Audio programmer
La Poule Noire, 2021-2022

Responsible for audio design & music, audio code for jazz-noir comedy adventure game **To Hell With The Ugly** (release date TBA), published by **ARTE Digital**.

- Audio storytelling, Interactive music (composition, system design & code)
- Development of a custom audio pipeline in Unity3D

Audio designer / Audio programmer (VR)
Pixel Reef, 2017-2020

Responsible for interactive audio design and programming on VR adventure game **Paper Beast**.

- Audio systems design & code, including physics-based audio, audio-driven animations, runtime reflections, parametric ambiances, voicecount mgmt.
- VR audio implementation and mixing
- Centralized audio production in a 3-person team.

Outstanding Achievement In Audio - Raindance Immersive 2020

C# Programmer / Music Composer
Swing Swing Submarine, 2017

Programming & Music for three narrative games prototypes in Unity3D.

Audio designer
Ubisoft Montpellier, 2013-2016

Audio design and implementation, system design on **Ghost Recon Wildlands.**

- Responsible for the environmental sounds & ambiances of the open world
- Prototyped and implemented audio systems including procedural ambiance zoning, 3d outdoor reflections, gun layering and dynamic ambiances.

SKILLS

- Sound Design, System design, Editing, Mixing, Music Creation, Interactive music systems, VR Audio, Programming, Shaders
- Cubase, Reaper, Wwise, FMOD, Unity3D, PureData, UnrealEngine
- C#, HLSL/CG, C++ (notions), Lua, Processing, Python, VBA

PORTFOLIO

clementduquesne.com

OTHER EXPERIENCE

2022 - **miHoYo -** Technical audio consulting, research and prototyping for an unannounced project.

2020 - **GDC Speaker -** Presenting the technical audio design of Paper Beast

2020 - **Les Valseurs -** Original soundtrack for short animation film **Horizon Réussite**

2011-2022 - Personal projects
Experimental interactive work, distributed on itch.io, relayed on several news outlet : **Rock Paper Shotgun, Killscreen, Giant Bomb, PC Gamer**

2011 - SAT (Montréal) Internship
Prototyping of multichannel interactive experiences for a 360° visualization dome

EDUCATION

2011 - 2013 : ENJMIN - MA in interactive audio design
2009 : Lyon Conservatory - Harmony diploma
2008 - 2011 : BA in Music & Musicology

LANGUAGES

- French (Native)
- English (Full)
- German (Limited)