

# Clément Duquesne

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Portfolio : [www.clementduquesne.com](http://www.clementduquesne.com)

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## Game Audio Designer

### Experience

- 2013 - 2015 - **Ubisoft Paris then Ubisoft Montpellier** : Pre-production of an unannounced AAA title
- 2012 spring - **Société des Arts Technologiques (Montréal)** : Design, prototyping and audio for immersive 360° experiences. (3-month internship)

### Education

- 2013 - ENJMIN, Game sound design, Master Degree
- 2011 - Bachelor in Music & Musicology, Lyon 2 University
- 2010 - Harmony diploma, Lyon's Conservatory
- 2008 - French Baccalaureate

### Projects selection

- 2012 - **SerpenteS (XNA + Wwise)** :  
Sound design & audio script (C#)
- Honorable Mention IGF 2012
  - Student Prize, EIGD Awards 2013
  - 1<sup>st</sup> prize Montpellier In Game 2012
- 2012-13 - **Caravan, Mob Clash, Once Upon a Sound (Unity3D + Wwise)** :  
Sound design, script & audio integration. Student projects at ENJMIN.
- 2012 - **Occupy Olympus (FMOD)** :  
Surround audio for transmedia installation
- Beaumarchais - SACD Prize 2012
- 2012 - **Cosmogonie (Unity3D)** : Solo project, Ludum Dare #24, 1<sup>st</sup> prize in Audio
- 2012 - **Evil Blind Mutant Monster Attack (Wwise)**
- Jury & public Grand Prizes, Jeux Accessibles CNAM 2012.
  - Part of a temporary exhibition at the Cité des Sciences (Paris) from October 2013.
- 2012 - **Sutures, La Veillance (short movies)** :  
Soundtrack composition

### Skills

- Software** - Cubase, Nuendo, Sound Forge, Wwise, FMOD, Unity3D, PureData, UDK, Pro Tools, 3DS Max, Photoshop
- Programming** - C# scripting & prototyping, C (notions), Python (notions), Processing (notions)
- Languages** - English (fluent written & spoken), German (basic written & spoken)
- Other** - Music composition & production

### Hobbies

Music, Hiking, Cinema, Game jams