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Dear Madam or Sir,

I'm currently working as a junior sound designer at Ubisoft in Montpellier. As an amateur game-experimenter, ThatGameCompany has been an inspiration to me, a demonstration that we can make games differently and brilliantly. When I read your job offer for an Audio Designer position and its description, I knew I had to apply.

I am passionate about audio and games, and about all the artistic and technical challenges they bring. During my studies and internships I investigated various aspects of sound, music, and interactivity through many team & solo projects. I had then the opportunity to join the pre-production team of an unannounced AAA project at Ubisoft 2 years ago.

On this project, I've had a great freedom of action, being the only audio guy on site for 5 months, with a remote, part-time audio director. This surprisingly high responsability position enabled me to improve my skills and cultivate my versatility among an experienced team of ~60 people. My mandate was first to initiate the major axes of reflections and discussions about audio in the project. After 5 months, a full time audio director and another sound designer joined the team. Then, my goals refocused on more precise topics, including environment sounds and systems, procedural challenges, gunfight systems, audio propagation, and technical monitoring.

In practice, this allowed me to work on a great variety of tasks :

– brainstorm & prototyping of breakthrough features (development of a dynamic procedural echo system prototyped with Unity3D, next-gen outdoor acoustics, responsive ambiences),

– system design, integration (open world multilayer ambiences, next-gen weapons, wind),

– asset creation (I've been responsible for the whole exterior environments production, as well as explosions, bullets, and impacts)

– technical specifications for the audio pipeline (we worked with Audiokinetic's Wwise)

– establishment of the communication with all trades

– sound & mixing of internal videos

– foley recording...

Beside work, I like to explore audio concepts via small projects or game jams. As you can see in the video attached, a lot of these projects are about dynamic/generative music, and binding of audio with motion, color and gameplay. Several of them received good press, and some prizes as well. Across these personal experiments I worked with various game and audio engines, improving my technical and coding skills.

I hope my profile is of interest to you, and I would be grateful if you considered my application. Looking to hear from you soon,

Best regards,

Clément Duquesne.