



# Nicolas Roche

## Video Game Sound Designer



nicolasrochesd.go.yo.fr  
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### Profile

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I draw from my rich musical background as well as my expertise in new technologies to create an attractive, creative and impactful soundscape for video games.

### Skills

- Organized
- Communication
- Curiosity
- Proactivity
- Dynamic
- Rigorous
- Autonomy
- Resilience

### Languages

- French ★★★★★
- English ★★★★★
- Spanish ★★★★★
- C, C#, C++ ★★★★★
- Faust ★★★★★
- Music Theory ★★★★★

### Softwares

- Reaper ★★★★★
- Pro Tools ★★★★★
- Wwise ★★★★★
- FMOD ★★★★★
- Unreal ★★★★★
- Unity ★★★★★
- Git ★★★★★
- Max/MSP ★★★★★

### Interests

- Technology
- Cinema
- Judo

### Audio projects

- 2024 **Stellae - ARTFX - Lead Sound Designer - Unreal Engine/Wwise**  
Audio assets creation and voice actors recording. Integration of everything. Audio QA. Organization and management of the audio team. Communication with the main team.
- Nirvana - ESMA - Lead Sound Designer - Unreal Engine/Wwise**  
Audio assets creation. Integration of everything. Organization and management of the audio team. Communication with the main team.
- There's no dragon! - Objectif 3D - Lead Sound Designer - Unreal Engine**  
Audio assets creation and integration assistance. Organization and management of the audio team. Communication with the main team.
- 2023 **Architales - IIM A4 - Sound Designer - Unity**  
Audio assets creation and integration assistance. Management of the composer.

### Professional Experiences

- 2021 **Internship - ECCLA - Saint-Étienne, France**  
Collaborative archiving and creative preservation of computer music.
- 2020 **Internship - CIEREC - Saint-Étienne, France**  
Classification of sound signatures and development of temporal timbre descriptors.

### Courses

#### Post A-Level

- 2023 - 2024 **Sound Design training, specializing in video games**  
Slope Audio Training - Montpellier, France  
Audio design, Integration, Programming, Synthesis, Foley recording
- 2020 - 2021 **2<sup>nd</sup> Year Master in Computer Music Designer**  
Jean Monnet University - Saint-Étienne, France  
Signal processing, programming, acoustics, Computing and devices applied to real-time audio
- 2019 - 2020 **1<sup>st</sup> Year Master in Music and Musicology**  
Jean Monnet University - Saint-Étienne, France
- 2016 - 2019 **Bachelor's Degree in Musicology**  
Jean Monnet University - Saint-Étienne, France

#### Regional Conservatoire - CRR Massenet - Saint-Étienne, France

- 2020 - 2023 **Certificate of Musical Studies in Composition**
- 2017 - 2021 **Certificate of Musical Studies in Harmony**
- 2020 - 2021 **Diploma of Musical Studies in Score Analysis**
- 2018 - 2020 **Certificate of Musical Studies in Score Analysis**