+33 6 52 56 67 34

greg.monesma@hotmail.fr

75018 Paris, FRANCE

gregoiremonesma.com

GRÉGOIRE MONESMA
SOUND DESIGNER

ABOUT ME

I've been sound designer for 3 years.
I'm passionate about the sound. I worked at Asobo Studio on two AAA live games, that allow me to devellop strong sound design skills. I'm qualified in recording, asset creation, sound implementation and dynamic mixing. I've also worked in a team of passionate developers, which has been a very rich experience.

SOFTWARE

- Wwise / Fmod
- Reaper, Ableton, Audition, ProTools
- Izotope RX
- PureData
- Unreal Engine / Unity
- Perforce
- Excel

EDUCATION

MASTER'S DEGREE SOUND DESIGN FOR VIDEO GAMES
CNAM ENJMIN (French National School of Video Games and Interactive Media), Angoulême, France
2020 - 2022

SOUND DESIGN TRAINING FOR VIDEO GAMES
CNAM ENJMIN (French National School of Video Games and Interactive Media), Angoulême, France
2019

BACHELOR'S DEGREE IN SOUND DESIGN
ACFA Multimédia Montpellier, France
2017 - 2019

HIGHER NATIONAL DIPLOMA IN AUDIOVISUEL (SANDWITCH COURSES)
Bordeaux, France
2015 - 2017

SKILLS

Field Recording	Voice Recording/Design
Sound Design	Musical composition
Sound Synthesis	Programming basis
	C++, C#, HTML, CSS

LANGUAGE

French (native speaker)

English (fluent)

EXPERIENCE

SOUND DESIGNER, MICROSOFT FLIGHT SIMULATOR 2020 & 2024

Asobo Studio   september 2022 - march 2024

- Creating audio assets (recording, sound library, sound synthesis)
- Field & foleys recording for the game (soundscapes , footsteps, cockpit instruments, and more.)
- Aircraft engines / vehicles recording, cockpit acoustics (Impulse Response)
- Voice recording & AI Neural Voice (Text To Speech Microsoft Azure technology)
- Creating interactive audio systems in Wwise (aircraft, vehicles, environnements, UI, music, characters)
- In-game audio implementation and dynamic mixing
- Working on GAAS game (updates, news features, debugging)
- Working with all the studio's trades
- Working with third-party developers
- SDK management for third-party developers
- Confirmed use of Perforce software for version control
- Troubleshooting in-game audio bugs
- Managing audio tasks on Azure DevOPs services

SOUND DESIGN INTERN MICROSOFT FLIGHT SIMULATOR 2020

Asobo Studio   april 2022 - september 2022

- Assist the audio team in its various tasks
- Aircraft engine recording
- Introduction to project workflow, Wwise implementation and dynamic mixing
- Creating audio assets (live content & updtates)

OTHER EXPERIENCES

- 2022 : Student game Ducktective (sound design, music, Wwise / Unreal implementation)
- 2020 and 2021 : Student games Overheat, PaperTale, MadMice (sound design, music, Wwise / Unity implementation)
- 2019 : a 3-month contract as Sound engineer, at Mairie de Lacanau
- 2018 and 2019 : Internship at Hesat Recording Studio (Mixing, sound design, recording)
- 2017 : Internship at Cryogene Prod (Voice and instrument recording)
- 2015 to 2017 : Sandwich degree at audiovisual department, Mairie de Bordeaux
- 2015 : Internship at Radio NOVA, Bordeaux - France