

Matthieu Bonneau

Interactive Audio Design & Integration

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👤 portfolio: matthieubonneau.com

experience

- 2017 - 2018 * Sound designer at DONTNOD Entertainment (Paris, France) – [Vampyr](#)
- 2016 - 2017 * Freelance sound designer at Ocelot Society (Paris, France) – [event\[0\]](#)
- 2015 - 2017 * Sound designer at Ubisoft Paris (Montreuil, France) – [Watch Dogs 2](#)
- Sept. – Dec. 2014 * Sound designer at Audiogaming (Toulouse, France) – [Notes On Blindness](#)
- April – Sept. 2014 * Sound design intern at Ubisoft Paris (Montreuil, France) – [Watch Dogs Bad Blood](#)
- July – Sept. 2013 * Sound design intern at Société des Arts Technologiques (Montreal, Canada) – [The Drawing Space](#)
- 2008 - 2012 * E-learning & web developer, Haikara S.A.R.L. (Paris, France)
- 2006 - 2008 * AV technician, AV Projections (London, UK)
 - * Sound operator, BFM TV (Paris, France)
 - * AV technician in charge of quality control and duplication, Dubbing Brothers (St Denis, France)
 - * Assistant engineer in various studios in or around Paris (Brodkast, Blaxound, Les Ecouteurs)
 - * Assistant engineer / perchman for Télémaque Productions / Chrysalides Productions (Colombes, France / M'bour, Senegal)
- 1998 - 2004 * Miscellaneous contracts and internships as a web designer / developer during my course at EFREI, including work at Fujitsu Siemens, Alcatel, PriceMinister.com, FIMAT and Maisons-Alfort's school of veterinary medicine.
 - * Programmer and editor for a community webradio (GonZo Radio)

education

- 2012 - 2014 * Studying Game Audio at ENJMIN - Graduate School of Games and Interactive Media (Angoulême, France)
Master's degree in Games and Interactive Media
- 2005 - 2006 * SAE Institute (Melbourne, Australia)
SAE Audio Engineer Diploma
- 1998 - 2004 * EFREI - Engineering school specialized in Information and Communication Technology (Villejuif, France)
Master's degree in software engineering
- 1995 - 1998 * High School (Colombes, France)
High school diploma in sciences – focus on Maths
- 1990 - 1997 * Academy of music: clarinet and music theory

skills

audio

- * Audio engines: Wwise, Fabric 2, PureData & MAX / MSP
- * DAWs: Ableton Live, Reaper, Cubase, Protools
- * Audio editing software: Soundforge, Wavelab
- * Plugins: Waves, Ozone, Native Instruments
- * Proficient with most studio equipment (effects, compressors, EQ), mixing consoles (Mackie, Yamaha, Studer, TL Audio) and recording techniques

miscellaneous

- * Game engines: Unity, Unreal
- * Software design and development: C#, Python
- * Versioning systems: Git, SVN
- * Web design and dev: PHP/MySQL, JavaScript, HTML5, CSS
- * Office and Adobe CS suites
- * Comfortable with PC, Mac and Linux systems

personal interests

- * Electronic music production & Djing – themushroomsound.org
- * Literature, cinema, video games, comics and visual arts

languages

- * French: first language
- * English: fluent (scored 980 out of 990 on the Test of English for International Communication)
- * German: basic