

# CLEMENT ROUGE

Sound Designer

## CONTACT

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<https://clement-rouge.netlify.app>

## SKILLS

SOUND DESIGN

SOUND RECORDING

SOUND EDITING

AUDIO INTEGRATION  
(Basic Blueprint / C#)

### Softwares

REAPER / DAWs

WWISE/FMOD

UNREAL / UNITY

RX/ADOBE SUITE

### Languages

FRENCH (NATIVE)

ENGLISH (C1)

## EDUCATION

Since September 2020 | **Master's degree in Audio Design in video games**

Cnam-Enjmin Audio Design specialty ANGOULEME (France)

2019-2020 | **Bachelor degree in Creative Media (Erasmus)**

Dundalk Institute of Technology (DKIT) DUNDALK (Ireland)  
Sound Design for games, Advanced Audio/Visual Production

2017-2019 | **Two-year undergraduate degree in Multimedia and Internet Trades**

Toulouse University III Paul Sabatier TARBES (France)

## WORK EXPERIENCE

From july to August 2021 | **Internship at G4F Prod (as Sound Designer)**

- Voice Design (Forspoken, Vampire: The Masquerade – Swansong, Syberia: The World Before...)

From april to june 2019 | **Internship at TipyTV**

- TV reportages and ad clips editing  
- Motion Design work

From february to march 2018 | **Internship at Black Fog Production**

- Production assistant  
- Post-production work (video & audio)

From may to june 2015 | **Video production for music studio Audiomachine.**

- Films editing and Audiomachine promotion (Marvel, Warner Bros, A24, Blizzard Entertainment ...) via Epic Music VN channel.

## PROJECTS

2021 - Capture The Moment - Adventure game

2021 - Patch Me Up - Narrative game

2020 - Lavalhalla - Fighting game

2020 - SWTOR Trailer - Sound Re-Design

2019 - BBC Two Idents - Sound Re-Design

## INTERESTS

**Cinema** - David Fincher, Denis Villeneuve, Alex Garland

**Audio Artists** - Mark Mangini, Mick Gordon, Pink Floyd, Amon Tobin, Martin Stig Andersen

**Video games** - Mass Effect, Bioshock, Dead Space, Dark Souls, Monster Hunter, Rocket League...