



Adrien BORDEAU

Sound Designer

Paris - France

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PROFESSIONAL EXPERIENCES

- October to February 2025 – Sound Designer**
LIX computer science laboratory – Palaiseau
 - Field recording in natural environments
 - Sound integration with FMOD & Unity
 - Programming of complex audio mechanics
- July to August 2023 – Composition/Sound Design**
Pixo 3D – Nantes / Remote
 - Musical compositions
 - Sound integration
- October to February 2022 – Sound Designer / GD**
La Française des jeux – Boulogne-Billancourt
 - Sound design achievements on internal projects (fx / compositions)
- Marche to september 2020 – Game master escape Game**
LeavinRoom – 17th arrondissement of Paris
 - Management of sessions & customers
 - Design & creation of futurs puzzles
 - Ambient and sound texture creation

COMPÉTENCES

Sound Design: Creation of various soundscapes for video games using Reaper and Wwise or FMOD.

Field Recording: Recording sounds in the field for integration into interactive projects.

Sound Mixing: Advanced-level sound mixing in Pro Tools.

Programming: C# for sound integration or the creation of audio mechanics. Proficient in Blueprint for audio integration in Unreal Engine 5.



GAME PROJECTS

- « **Rage of NPC** » *january – august 2024*
Action – RPG – hack 'n' slash
Role : Sound designer, voices recorder, integrator
- « **Cristalia** » *january - june 2023*
Action – adventure game.
Role : Sound designer / integrator / composer
- « **Remains of a dry land** » *2021*
Adventure game in a desert universe
Role : Sound designer / integrator / composer
- « **B'Hell** » *january - may 2021*
Rogue like 1 player
Role : Sound designer / composer / GD

STUDIES

- 2023 - 2024**
Bachelor in SD 3^e année, ACFA, Montpellier
- 2022 - 2023**
Bachelor in Sound design, ACFA, Paris
- 2018 - 2021**
Bachelor in Game Design, ICAN, Paris
- 2018**
Baccalaureate STI2D, St Nicolas, Paris

HOBBIES & INTERESTS

Music: Piano, electronic music production. Passionate about all genres of music, live concerts, and acoustics.

Recordings: I capture as many sounds and ambient noises in the field as possible to enhance my sound creations and my sound design.

Travel: Interested in foreign cultures. I have had the opportunity to travel to India, Peru, Indonesia, Cuba, Canada...