

ADRIEN BORDEAU

PORTFOLIO

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🏠 Paris – France

SOUND DESIGNER

Sound designer and audio editor specializing in video games for over two years, I possess extensive expertise in sound recording and design, encompassing everything from integration to programming.

EXPERIENCE



Sound designer 2025

Lix Polytechnique – Palaiseau

- Field recording in natural environments to recreate a realistic soundscape
- Programming of complex audio mechanics
- FMOD and Unity sound integration, supported by C# programming, to push the boundaries of realism achieved in this project

Sound designer & composer 2023

Pixo 3D – Nantes

- Musical compositions for interactive sequences featured in an MMORPG
- Implementation of placeholder music to simulate musical interactivity using Wwise

Sound designer 2022

La Française des jeux – Boulogne-Billancourt

- Design and mixing of various sound assets delivered for multiple internal projects

PROJECTS



Rage of NPC (RPG / Hack 'n' slash) 2024

Sound designer / sound integrator

Cristalia (action / adventure) 2023

Sound designer / composer / integrator

Remains of a dry land (adventure) 2021

Sound designer / composer / integrator

B'Hell (Rogue like) 2021

Sound designer / composer / GD



SKILLS



- Field record
- Sound design
- Sound editing
- Sound for picture
- Proficiency with audio and game engines
- C# audio programming
- Sound mixing
- Music composer

CERTIFICATIONS

Bachelor's Degree in Sound design

ACFA Montpellier, 2024

Bachelor's Degree in Game design

ICAN Paris, 2021

LANGUAGES



- French (native)
- English (advanced)