



ANTOINE CHABROUX-WERT

SOUND DESIGNER
COMPOSEUR

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PARIS



PROFIL

I HAVE BEEN WORKING FOR THE PAST 8 YEARS AS A COMPOSER AND SOUND DESIGNER ACROSS A WIDE RANGE OF ARTISTIC FIELDS (VIDEO GAMES, SERIES, MUSEUMS, CINEMA, LIVE PERFORMANCE, ETC.). THESE DIVERSE EXPERIENCES HAVE ALLOWED ME TO DEVELOP A BROAD SET OF SKILLS IN EACH OF THESE INDUSTRIES.

EACH PROJECT HAS STRENGTHENED MY ABILITY TO LISTEN AND COLLABORATE WITHIN TEAMS OF VARIOUS SIZES, WHILE ALSO IMPROVING MY EFFICIENCY AND ATTENTION TO DETAIL.

I HAVE DEVELOPED BOTH ARTISTIC AND TECHNICAL SKILLS THROUGH HIGHLY VARIED PROJECTS THAT REQUIRED ADAPTABILITY, INITIATIVE, AND CREATIVITY.

MY EXPERIENCE IN INTERACTIVE MEDIA HAS ENABLED ME TO APPROACH MUSIC AND SOUND DIFFERENTLY. NOT ONLY CREATING THEM, BUT ALSO INTEGRATING AND SPATIALIZING THEM WITHIN GAME ENGINES.



LANGUAGES

- ENGLISH : FLUANT
- SPANISH : ADVANCED
- NATIVE FRENCH SPEAKER



INTERESTS

- CULTURE: EXHIBITIONS, CONCERTS, LIVE PERFORMANCES
- SPORTS: RUNNING, TENNIS, FOOTBALL
- VIDEO GAMES AND NEW TECHNOLOGIES



EXPERIENCES

- 2024 -2026 • **G4F (FREELANCE)**
SOUND DESIGNER AND COMPOSEUR
 - DISCOSTARS : MUSIC AND SOUND INTEGRATION, SOUND DESIGN USING FMOD AND UNITY FOR A MOBILE GAME (FMOD, UNITY, REAPER, CUBASE)
 - ARCHITECT LIFE : INTERACTIVE MUSIC COMPOSITION FOR THE FULL SOUNDTRACK OF AN ARCHITECTURE GAME (PC & CONSOLES), PUBLISHED BY NACON AND DEVELOPED BY SHINE (CUBASE)
 - TABLETOP SIMULATOR : INTERACTIVE MUSIC COMPOSITION FOR THE FULL SOUNDTRACK OF A MANAGEMENT GAME (CUBASE)
- 2022 -2025 • **SEMRA**
CO CREATOR, BEATMAKER AND MUSICIAN (RAP/SYMPHONIC MUSIC GROUP)
- 2018 - 2025 • **NOVELAB (CDI)**
SOUND DESIGNER AND COMPOSER
 - DEMETER: INTERACTIVE SOUND AND MUSIC CREATION, INTEGRATION AND SPATIALIZATION IN UNITY FOR A AA MIXED REALITY PROJECT IN PARTNERSHIP WITH META OCULUS (REAPER, CUBASE, UNITY)
 - 4 FEET HIGH: SUPERVISION OF THE MUSIC TEAM AND COMPOSITION FOR AN ARGENTINIAN ARTE SERIES (SCREEN AND VR FORMATS) (REAPER, NUENDO)
 - SPIRIT SLING: INTERACTIVE SOUND AND MUSIC CREATION, ENGINE INTEGRATION FOR A MIXED REALITY GAME IN PARTNERSHIP WITH META OCULUS (REAPER, CUBASE, UNITY)
 - ON THE MORNING YOU WAKE: SOUND CREATION AND INTEGRATION VIA TIMELINES FOR A CINEMATIC VR EXPERIENCE (REAPER, NUENDO, UNITY)
 - MALFOSSE: ORIGINAL SOUNDTRACK COMPOSITION FOR A HORROR AUDIO SERIES ON AUDIBLE (REAPER, NUENDO)
 - CHAUVET: THE DAWN OF ART: SOUND CREATION AND ENGINE INTEGRATION VIA AN INTERNAL SYSTEM FOR A VR PROJECT IN PARTNERSHIP WITH GOOGLE ABOUT THE CHAUVET CAVE (REAPER, UNITY)
- 2021 • **UNMAZE - ARTE X UPIAN (FREELANCE)**
SOUND DESIGN AND FMOD/UNITY INTEGRATION FOR A NARRATIVE PUZZLE MOBILE GAME (UNITY, FMOD, REAPER)
- 2020 • **CALL ME CALAMITY - TAMANOIR IMMERSIVE (FREELANCE)**
INTERACTIVE SOUND AND MUSIC CREATION, WWISE/UNITY INTEGRATION FOR A VR THEATRICAL EXPERIENCE ABOUT CALAMITY JANE (WWISE, UNITY, NUENDO)
- 2019 • **HETEROPTOPIA - TAMANOIR IMMERSIVE (FREELANCE)**
INTERACTIVE SOUND AND MUSIC CREATION, WWISE/UNITY INTEGRATION FOR A CONCEPTUAL VR EXPERIENCE (WWISE, UNITY, NUENDO)



EDUCATION

- 2016 -2018 • **MASTER'S DEGREE OF SOUND DESIGN IN INTERACTIVE MEDIAS**
CNAM ENJMIN
- 2013 -2016 • **BACHELOR'S DEGREE OF MUSIC AND SOUND JOBS**
UNIVERSITY GUSTAVE EIFFEL
- 2001 -2016 • **MUSIC CONSERVATORY DEGREE OF JAZZ AND CLASSICAL PIANO / MUSIC PRODUCTION (MAD) / CLASSIC AND CONTEMPORARY PERCUSSION**
CONSERVATOIRE DÉPARTEMENTAL DU VAL-MAUBUÉE / ÉCOLE DES ARTS DE MARCOUSSIS



Skills

- HIGHLY PROFICIENT IN MUSICAL COMPOSITION
- HIGHLY PROFICIENT IN SOUND DESIGN
- HIGHLY PROFICIENT IN DAWs (NUENDO,CUBASE,ABLETON LIVE,REAPER)
- HIGHLY PROFICIENT IN WWISE
- HIGHLY PROFICIENT IN FMOD
- HIGHLY PROFICIENT IN SOUND INTEGRATION IN UNITY
- HIGHLY PROFICIENT IN AUDIO RECORDING AND MIXING
- GOOD KNOWLEDGE OF MASTERING
- GOOD KNOWLEDGE OF SOUND INTEGRATION IN UNREAL ENGINE

