



PORTFOLIO

I'm 29 and I love to work in the video game industry

TECHNICAL

AUDIO DESIGNER

CHARLY DESPEYROUX

CONTACT

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Toulouse, Occitanie, France

PROJECTS

11 GAMES
& 7 GAME JAMS

Arcopa

SF Thriller Horror
Audio & UI Designer

5 👤



2021

2022

2023



La Bête du Gévaudan

Serious Mobile Game
Audio & UI Designer

2 👤



Rubber

Arcade Racing
Audio & UI Programmer

8 👤



EDUCATION

EXPERIENCES

2023

Game Conceptor Bachelor

Video Game Conceptor and Designer
ESMA Toulouse

3 Years

2018

Master of Art & Communication

Stage Design & Dramatic Writing
University of Toulouse Jean Jaurès

2 Years

2016

Foreign Languages Bachelor

English/Sign Language/French
DeTIM - University of Toulouse Jean Jaurès

3 Years

2013

Audiovisual Baccalaureate

Cinema & Music Section
Michelet High School of Montauban

2 Years

TECHREFT Studio

Audio & UI Programmer

- Audio Design of a city open world
- Localization with subtitles systems
- UI Widgets integration with Unreal Engine
- Adaptive Audio & UI throughout gameplay

10 months

Quasi - Collectif

Sound Designer

Soundscapes, Music & Mixing for Theatre plays

- «Le village» by Louise Morel
- «Le chant des ombres» by Salomé Michaux
- «Racines Flottantes» by Gabriela Acosta

Casual ShowBusiness worker

5 Years

So Hipster

Songwriter & Stage Director

Volunteer

6 Years

2023

IVeS

Unity C# Developer
3D Animator / MoCap Actor

Internship
3 months

2022

UTF Studio

Audio & UI Designer

- Audio Design of a sci-fi horror atmosphere
- Localization system for subtitles
- Vocals Recording sessions for narrative lines
- Dynamic UI & soundscape (Shuttle, Caves...)

5 months

2021

Charlie Feix

Web & UI Designer

- Mock-ups for a Website with Figma
- Website structure with Wordpress
- UI integration in JS, CSS, HTML

2020

2018

Internship
2 Months

LANGUAGES

French - Native

English - C2

French Sign Language - C2

Spanish - B1

• C#

• Blueprints (C++)

• JS

Py

SKILLS

• Advanced (3 years and +)

• Intermediate (1-2 years)

DAW

Cubase/Nuendo, Adobe Audition, Ableton, Reaper

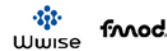


Version Control

SourceForge, GitHub, Perforce/Helix



Integration



Plug-in



Engines

Unity, Unreal Engine

