



PORTFOLIO

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

SOUND 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

- 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
- Adaptative 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

IVeS

Unity C# Developer
3D Animator / MoCap Actor

Internship
3 months

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

Charlie Feix

Web & UI Designer

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

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



Engines
Unity, Unreal Engine



Plug-in



WAVES melodyne

