SOUND DESIGNER
Keveen SIMONIN

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in/keveensimonin/

Actor in the video game industry.
I am focused on the narrative aspect that audio can bring to a game. I adopt a technical approach in order to provide the player with optimal immersion on a creative level. I am able to propose solutions for gameplay and acoustic features.

EXPERIENCE

Sound Designer   2015-2024

Avalanche Studio Group Stockholm
Contraband *[In-house Engine - Wwise]*
• Sound Design • Audio Implementation • Optimization • Mix down • Wwise Structure • Acoustic

Kylotonn Lyon
Test Drive USC *[In-house Engine - Fmod Studio]*
• Sound Design • Audio Implementation • Optimization • Audio Systems • Fmod Structure • Acoustic • C#

Sumo Digital [as outsourcer] Malta
Official License *[In-house Engine - Wwise]*
• Sound Design • Audio Implementation • Audio optimization • Mix down • Pure data plugin for Wwise

Playmagic LLC Malta
XIII Remake *[Unity 5 - Fmod Studio]* IP Disney *[Unreal Engine 4 - Wwise]*
• Sound Design • Audio Implementation • Fmod Structure • Mix down • Team coordination
• Audio Systems • Acoustic • Blueprint • C# • Planification • Audio Production

Manzalab Group Aix en Provence
Maif and GO *[Unity 5]* National University of Singapore *[Unity 5]*
• Sound Design • Audio Implementation • Foley Record • Music Composition

The Game Alchemists Aix en Provence
Elyps *[Unity 5- Fmod Studio]*
• SoundDesign • Audio Implementation

Asmodee Digital Paris
Perudo *[Unity 5]*
• SoundDesign • Audio Implementation • Foley & Field Record

Tape Prod Paris
Eclipse *[Unreal Engine 4 - Wwise]*
• Audio Design & Implementation Pipeline Support

FunForge Digital Paris
Tokaïdo *[Unity 5]*
• Sound Design • Implementation • Planification • Foley Record

Dark Temple Prod London Labyrinthia
• Linear Sound Design

Middle VR Paris
Oculus - Gear VR - HTC Vive *[Unity 5- Fmod Studio]*
• Sound Design • Implementation
• Foley Record

Edupad Paris
Itouch *[Unity 5]*
• Sound Design • Implementation

Audio QA   2014 - 2015

Focus Home Interactive Paris
Farming Simulator 15 - Etherium - Blood Bowl 2 - Mordheim
• Tracking Debug • Support for dev team • Monitor Procedures on Dev kit consoles

Sound Technician   2004 - 2010

Diaphonie - Sub Impact - Top Audiovisuel Paris
Palais des congrès - Parc de Bagatelles - Salons Vianey - Pavilion Baltard - Hôtels Hilton - l'Oreal - Euro RSCG
• Audio Engineering • Team Lead • Audio Stock Managment • Managment of Audio Equipment

EDUCATION

INA - GRM Paris   2015 - 2016
Master Acousmatic & Sound Art

Isart Digital Paris   2012 - 2014
Music and Sound Design

CIM Paris   2007 - 2008
Jazz school and modern music

EMC Paris   2004 - 2006
Professionnal Sound Degree

AUDIO SKILLS

- Wwise · Fmod Studio
- Unreal Engine 5 · Unity 3D
- Reaper · Nvk Tools
- Nuendo
- SoundForge
- Izotope Rx
- C# · Blueprint
- Pure Data
- Autodesk Maya
- Perforce · Git

ROLE

- Sound Design
- Audio Implementation
- Team Managment
- Music Edit & Implementation
- Dialogue Design
- Foley & Field record
- Department Coordination
- Audio Pipeline Managment

INTERESTS

- Music
- Archeology
- Science
- Skate
- Japanese Animation
- Video Game [Adventure / Horror / RPG]

EXPERIENCE DETAILS

XIII REMAKE   PC/PS4/XBOX/SWITCH

Game Engine : Unity 3d
Audio Engine : Fmod Studio
- Creation of Audio Pipeline and workflow for the audio team
- 2D ambience implementation
- 3D positional & non-positional ambience implementation
- Weapon System & Interactable implementation
- Creation & Implementation of in-house Acoustic systems [Occlusion & Gate]
- Reverb implementation with Snapshot feature
- Dialogue Programmer Sound implementation
- Sequence and In-game Cutscene implementation
- Using In-house Animator & Animation Tool
- Sub-Levels implementation & profiling for audio optimization

IP DISNEY   PC/PS4/XBOX

Game Engine : Unreal Engine
Audio Engine : Wwise
- Creation of Audio Pipeline and workflow for the audio team
- 2D ambience implementation
- 3D positional & non-positional ambience implementation
- Profiling and implementing audio optimisation
- Gameplay implementation
- Dynamic dialogue implemtation
- Setup Rooms & Portals in Unreal Engine
- Wwise Plugin deployment in Unreal Engine & Soundbanks managment
- Wwise Unreal Integration using Blueprint functions [Component / Animation / Sequencer]

TEST DRIVE UNLIMITED SOLAR CROWN   PC/ XBOX SERIE X / PS5

Game Engine : In-house Engine
Audio Engine : Fmod Studio
- Creation of Audio Pipeline and workflow for the audio team
- Quad 2D + 3D Positional Ambience Sound Design + Implementation
- Profiling and implementing audio optimisation
- Gameplay Sound Design + Implementation
- Setup Occlusion + Diffraction + Reverb System
- Music Edit + Implementation Radio System + RaceFlow + 3D Positional Indoor Music

CONTRABAND   PC/XBOX SERIES

Game Engine : In-house Engine
Audio Engine : Wwise
- Sound Design for Weapons
- Audio Global Structure in Wwise and In-house Engine
- Sound Design for 3D Positional Ambience & Audio Implementation
- Profiling and implementing audio optimisation
- Acoustic Implementation
- Sound Design and Audio Implementation for interactible
- Audio system in collaboration with programming team