

# ANNE-SOPHIE MONGEAU

CURRICULUM VITAE

Montreal

Canada

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annesophie.mongeau@gmail.com

## SOUND DESIGN & INTEGRATION

Website <https://annesoaudio.com/>

LinkedIn <https://ca.linkedin.com/pub/anne-sophie-mongeau/85/831/504>

### SKILLS SUMMARY

Expertise with Digital Audio Workstations on Windows and Mac (Reaper, Cubase, ProTools);  
Expertise with audio integration software (Wwise, FMOD, Fabric);  
Expertise with VST and Plugins necessary to audio mixing and editing;  
Expertise with most popular sound effects libraries;  
Expertise with audio (field and studio) recording, editing and mixing;  
Understanding of technical constraints regarding game audio (for various platforms);  
Knowledge in audio programming and algorithmic composition (C#, Python, Pure Data, Max/MSP);  
Strong management, coordination and communication skills, ability to assess work duration and understand dependencies;  
Remarkable ability to work in a team and collaborate with team members from various departments.

### WORK EXPERIENCE

- **Sound Designer at Eidos Montreal**, Montreal (Canada). 2016-now  
Working on **Shadow of the Tomb Raider**. Sound design, recording, integration, music editing and integration, mixing.
- **Game Audio Engineer at DIGIT Game Studios**, Dublin (Ireland). 2015-2016  
AAA mobile game title. Sound design, editing (music and sound), mixing and integration.
- **Sound designer at Vibe Avenue**, Montreal (Canada). 2012-2015  
Sound design and integration for videogames, released titles including but not limited to:  
**LIVELOCK** (Tuque Games)  
**BIG ACTION MEGA FIGHT** (Double Stallion) \***Winner of Best Audio at Casual Connect USA 2014\***  
**LEAP OF FATE** (Clever-Plays)  
**CASTLE STORY** (Sauropod Studio)  
**WAR AGENT** (Bazinu Inc)
- **Freelance sound designer**, Montreal-Edinburgh (Canada-Scotland). 2013-2015  
Sound design, editing and mixing for linear and interactive media, including but not limited to:  
**TRANSIT ZONE** Documentary (Directed by Frederik Subei). \***Winner of Best Sound Editing SIMA Award\***  
**BY LEAVES WE LIVE** Short documentary (Directed by Elias T. Sommer)
- **Sound designer at Circonflex Productions inc.**, Montreal (Canada). 2014  
Sound design for linear and interactive media, including TV commercials and online games.
- **Game Audio Tutor, University of Edinburgh** (Scotland). 2014  
Give practical workshops on game audio and how to use **Wwise** to the MSc in Sound Design and Digital Composition students.

- **Teaching Assistant, University of Montreal (Canada).** 2013-2014  
For "Sound design for video games 2" and "Creation of audio/midi demo" for music undergraduate programme. Teaching how to use **Wwise** audio engine, and how to use **Reaper** DAW and the basics of music mixing and editing.
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## OTHER RELEVANT EXPERIENCES

- **Programming experience**

In languages C#, Java Script, Python, Pure Data and Max/MSP, projects including but not limited to:

**THEKLA GAME PROTOTYPE** - Coded the entire gameplay in Unity, designed and integrated audio using FMOD.

**CRYSTALLINE SPACE MUSIC VIDEO** - All music programmed and generated using Python.

**CUSTOM SYHNTHESIZERS** - Creation of Max/MSP and Pure Data patches used to create custom synthesizers and procedural audio.

- **Public Speaker**

Giving public talks and workshops on game audio, events including but not limited to:

**DIVERSITY IN GAMES CONFERENCE** - 8 March 2016, Dublin, Guest speaker.

**GAME AUDIO MASTERCLASS** - 21 April 2016, Dundalk Institute of Technology, invited to give a game audio Masterclass to sound design and music students.

- **Blogger**

I blog on my own **website** about game audio, industry events, sound design and more. I am also an editor on the **A Sound Effect** blog, and a guest contributor on the **Audiokinetic Blog** and **Sound Architect** blogs.

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## EDUCATION & AWARDS

- **MSc in Sound Design, University of Edinburgh (Scotland) - With Distinction.** 2015  
Under the direction of Martin Parker. Thesis *Being Here VS Being There: A Study of Sound Design Strategies Supportive of a Sense of Immersion in Digital Media*. Documentation and dissertation can be found at <https://asophiemongeau.wordpress.com/>.
  - **Bachelor degree in Music Technology, University of Montreal (Canada) - With Honours.** 2014  
Major in Musiques Numériques [Music Technology], Université de Montréal.  
Minor in Musique Art et Société [Music, art and socitey], Université de Montréal.
  - **FRQSC Scholarship** (Prestigious Canadian Scholarship for Masters Degree). 2014  
Awarded based on academic excellence to work on immersion by sound design in interactive media at the University of Edinburgh.
  - **Best Sound Editing SIMA Award.** 2016  
For my work on Transit Zone Documentary, directed by Frederik Subei.
  - **Best Audio Award, Casual Connect USA.** 2014  
For my work on Big Action Mega Fight when working with Vibe Avenue.
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## LANGUAGES

English

French

Swedish (learning)