

HUGO SANNIER DURAND

Junior sound designer

Creative and passionate, I completed my master's degree at CNAM ENJMIN by doing a 6 months internship at Ubisoft Paris. Now, I'm looking for my first job as a sound designer.

EXPERIENCES :

Sound designer assistant : March to September 2025
Ubisoft Paris - Unannounced Project

- Integration in Wwise and in-house engine
- Asset design (3C, ambiances, VFX etc...)
- Foley recording (banks et cinematics)
- Prototyping feature and audio mockups
- Versionned Wwise project
- Communication within a team of ten sound designers

Sound designer : October 2024 to March 2025
Cnam Enjmin - Ar Mare (Student project)

- Artistic direction establishment with game artists.
- Integration in Wwise and Unreal 5
- Field recording and voice recording
- Systems design and BP prototyping

Sound designer : March to June 2024
Cnam Enjmin - Dans les pas de Mia, Puppy Guards, Disco Gecko (Student projects)

- Realisation and integration of all audio assets
- Integration in Unity C# and Fmod
- Simultaneous work on several projects
- Communication with externals composers

SOFT SKILLS :

- Curious
- Affable
- Patient

LANGUAGES :

- French
- English



CONTACT :

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Portfolio :

<https://hugosannier.github.io/Site/>



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FORMATION :

Master's degree JMIN - CNAM ENJMIN

*Master's degree games and interactiv digital media
Cnam Enjmin 2023 - 2025*

- Deepened understanding of game audio concepts
- Pratical learning on teamwork in video game productions.

Bachelor's degree Art : Music and audio jobs

*Gustave Eiffel University
2020 - 2023*

- Basic digital audio concepts, microphony, studio technics
- General sound design education and in-engine integration
- Musical theory

SKILLS :

- Reaper
- Wwise
- Fmod
- Unity
- Scripting (C#, Lua, BP)
- Unreal
- Git
- Perforce
- Confluence/Jira

HOBBIES :

- Cooking
- Graphics visuals
- Board games
- Gardening
- Roller
- Narrative video game