

YannickTASSIN

Sound Designer

Contact:

PARIS
FRANCE

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Languages:

French
English

Experience

DONTNOD Entertainment - Audio Lead:

2018 - Current

- Supervising an audio team and a composer.
- Directing a composer, remix and implementation of the themes.
- Audio assets creation and implementation.
- Scripting systems and tools using UE4 Blueprint.
- Voice over recording preparation and implementation.

DONTNOD Entertainment - Sound Designer:

2014 - 2018

- Audio assets creation and implementation.
- Audio behaviors design and scripting.
- Voice assets management.

Manzalab - Sound Design Internship:

2012 - 2013

- Sound effects creation and Text-To-Speech management.

Projects

Life is Strange 2 :

DONTNOD - SquareEnix

Audio Lead

The Awesome Adventures of Captain Spirit :

DONTNOD - SquareEnix

Sound Designer

Vampyr :

DONTNOD - Focus Entertainment

Sound Designer

Life is Strange :

DONTNOD - SquareEnix

Sound Designer

Skills

Game Engines

Unreal Engine 4 - Unreal Engine 3 - Unity

Audio Engines

Wwise - FMOD Designer - Fabric

DAW

Reaper - Cubase/Nuendo - Ableton live

Audio Edit

Adobe Audition - SoundForge - Izotope RX

Source Control

Perforce - Git - SVN

Others

Jira - Confluence - Office - Photoshop - Adobe Premiere

Education

Bachelor Music and Sound Design

2014

ISART Digital, Paris