

# CHRISTOPHER KNIGHT

Interactive sound designer based in Paris, France

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## SOFTWARE

## SKILLS

Reaper  
Pro Tools  
Reason  
Adobe Audition  
Wwise ([certified user](#))  
FMOD Studio  
Fabric  
Pure Data  
Unity (C# notions)  
UE4 & Blueprint  
Perforce  
Sourcetree/Gitkraken

## LANGUAGES

French (Native)  
English (Fully fluent)

## INTERESTS

Playing drums  
Singing in a choir  
Vocal harmonization  
Music production  
Photography  
Cinema

## WORK EXPERIENCE

SEPTEMBER 2019 – NOVEMBER 2019

| SOUND DESIGNER

Novelab – VR/AR Experiences

Paris, France

- **Experience:** Audio artistic direction and sound design for several VR and AR experiences with clients such as Lucid Realities and Arte.
- **Skills:** Real time binaural sound design, Unity timeline, C# audio programming.

SEPTEMBER 2018 – CURRENT

| SOUND DESIGNER

Freelancing

Paris, France

- **Main clients:** Accidental Queens, Atlas V, Albyon, Triskell Interactive.
- **Skills:** Audio artistic direction, concrete, abstract and musical sound design, interactive mixing, music composition, audio integration, VR.
- **Teamwork:** Liaising directly with the development teams, advising on creative visions and soundlist/feature proposals.
- **Autonomous work:** Organizing and planning my work rate to respect deadlines.

APRIL 2015 – AUGUST 2018

| SOUND DESIGNER

G4F (Game Audio Factory) – Audio Outsourcing

Angoulême and Paris, France

- **Main projects:** Tropico 6, The Council, Mother Russia Bleeds, Genetic Disaster, Endless Space 2, Blood Bowl 2.
- **Experience:** Working on all audio aspects of projects from pre-production to optimization.
- **Skills:** Sound Design, audio integration, voice recording and cleaning, field recording, vocal extraction, interactive musical composition and integration.
- **Management:** Delegating work projects to interns and supervising their input.

## EDUCATION

2013 – 2015

| MASTER'S DEGREE

Audio for Games and Interactive Media.

ENJMIN - Ecole Nationale du Jeu et des Médias Interactifs Numériques

(National School of Interactive and Digital Media)

Angoulême, France

- Game Audio workflow, teamwork, middleware, sound design.
- Working on team projects and game jams.

2010 - 2013

| BACHELOR'S DEGREE

Audio Engineering - Audiovisual specialization.

ISTS - Institut Supérieur des Techniques du Son

(Advanced Institute of Sound Technology)

Paris, France

- Sound design, recording, post-production for linear media: music and film.
- Also worked on spare time projects, shorts as boom operator, sound editor and mixer, and produced music tracks as a mixing and mastering engineer.