ALEXANDRE SCHNEPF
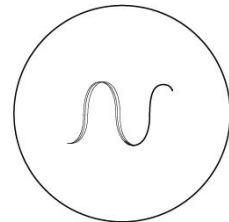
Alexandre.schnepf@gmail.com - alexandreschnepf.com LinkedIn
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Audio designer

11 years of experience, 14 shipped games. Proactive and passionate, both artistically and technically.

Experiences

Ubisoft. Sound Designer

2018 – Current, 7.5 years, Montpellier.
Work on art direction, design, integration, mix.

Not announced game
Valiant hearts Coming Home
Beyond good and Evil 2
Riders Republic - Part of the core team
Immortals Fenyx Rising - Cinematics
Rayman mini – Marketing content
Ghost Recon Breakpoint - Part of the core team
Assassin's Creed Odyssey - Cinematics

2016 – 2017, 1 year. Mobile department, Paris.
In charge of all the audio, from artistic direct to design, integration and marketing.

City Of Love: Paris
The Mighty Quest for Epic Loot
Smurf Epic Run - Additional sound design
In-house audio engine feature design

SuperMassive Games. Audio Designer

2017, 6 months. In chargae of the ambiances and acoustics. Design, integration, binaural, mix. UE4.
The Inpatient (PSVR)

Virtual Room. Sound Designer

2016, 4 months. Audio direction, creation, integration, mix. UE4.
VR Escape Game.

Amplitude Studios, Music assistant

2015, 3 months. Record, edit, mix and mastering.
Endless Legend.

Field recording

2012 - 2024. Multi-channel, native binaural, hydrophones. *Commercial soundbanks creation.*

Freelance sound designer

2013 – 2015 In charge of the audio of 70 projects.
Fictions, indie games, TV ads, documentaries.

Studies

Teacher

2021 - 2024. I give Masterclass on immersion with audio in several schools.

ENJMIN

2014-2016 . Master's Degree in sound design. French National School of Video Games and Interactive Media.

Research Paper – Rooted Reality

2012-2013. Research paper on the impact of the sound on the body and the psyche. Psycho-acoustic binaural, multi chanel spat..

ISTS – ESRA Paris

2010-2013. Bachelor Degree in sound engineering. Recording, editing, mixing, acoustics, multi-channel.

Abilities

Language Native French, Fluent English.

Computing
•Wwise, Fmod, UE, Unity, in-house engines
•Reaper, Protools, Nuendo, Sound Forge
•Wide Range of audio plugins, granular synthesis
•Github, Perforce, Jira, Trello, Pack office

Hardware SSL, Neve, Yamaha, Avid, Apogee, Nagra, Sound Devices, AETA.

Record Field recording, studio, multi-channel, binaural native, hydrophones…

Programming Basic Java; Lua, C# and C++, nodal programming.

Interests

Traveling and field recording, Video games (Puzzle games, FPS, Horror games), Arts, Baking.