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♥ Canada

EDUCATION

Specialized Graduate Diploma in Composition and Sound Design for Video Game and Film

Sherbrooke University

m Present

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Bachelor's Degree in Composition for Video Game and Film

Sherbrooke University

■ 2021 - 2024

♥ Canada

Bachelor's Degree in Classical Piano

Montreal Conservatory of Music

2018 - 2021

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SOFTWARE AND AUDIO TOOLS

DAW

Logic Pro, Pro Tools, Cubase

Music Notation Software

Sibelius

Plugins and Sample Libraries

E.g.: Spitfire Audio and Cinesamples Libraries, NI Komplete 13, Massive X, Krotos Studio, Devious Machines' Infiltrator 2, Izotope's Music Production Suite

Audio Middleware and Game Engine Software

Wwise, Unity, Unreal Engine 4

EXPERIENCE

Video Game Projects – Audio Artist

2022 - 2023

- **♥** Canada
- 2022 Ubisoft Game Lab Competition
- 2023 Sherbrooke Game Jam
- Student Video Game Projects: One of them has a demo currently available on Steam. The game's name is Unplug.

Cinematic Scoring Projects

≡ 2023

- Canada
- Collaboration with film music composer Robert Marcel Lepage on the soundtrack of a full-length independent film
- Original music for a few students' short movies
- Summer intensive: One music redesign a day for a month.

Recording Sessions with live musicians

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Participation in and organization of multiple recording projects with live musicians:

- Collaboration and communication
- Planification
- Recording
- Mixing and Editing

Recording Video Game Music with a live Orchestra

Sherbrooke Symphony Orchestra

≅ 2023

- Canada
- Music Composition and orchestration
- Editing and printing individual music sheets for the musicians
- Collaboration with composer Benoit Groulx in the recording
- Mixing and Editing
- Implementation of the Intro+Loop music in Wwise

STRENGTHS

- **★** Communication
- **★** Planning
- **★** Autonomy

PASSIONS

- ♥ Hiking
- **♥** Reading
- Video Games

LANGUAGES

English

French