

Samuel Dufour

Québec/Lévis
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Website : <https://sdproduction.ca/>

Experiences

Game Jams

<https://itch.io/profile/sdsound>

DEC in Technologies Sonores at Cégep de Drummondville

09/2019 - 05/2022

<https://www.cegepdrummond.ca/programme/technologies-sonores/>

ClicAssure, Customer service

11/2018 - Présentement

<https://www.clicassure.com/>

Sushi Taxi, Sushiman

Hiver 2019 - Été 2020

<https://sushitaxi.ca/>

Education and Qualifications

DAWs (Reaper, ProTools, Nuendo 11)

Wwise certified (101, 110, 201, 251)

Unreal Engine 5 sound integration with Wwise

Member of Game Industry Professional

<https://akashthakkar.lpages.co/game-industry-pro-v3/>

Plugins (FabFilter, SoundToys, Kilohearts, Izotope...)

Synths (Vital, Serum, Phase Plant)

Interests and Passions

Gamer - Volleyball - Gym - LARP - VR

Skills

Sound Design

Wwise

Unreal Engine 5

Field Recording

Post Production

Synthesizer

Foley

DISTINCTIONS

DIY microphones creation

Sound library creation

Eager to learn

Speaks

French - English

Samuel Dufour

Sound Designer

Experiences

Québec/Lévis

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2022 Epic MegaJam / Sound Designer + Technical Sound Designer

September 2022

- Creation of sound effects (35)
- Integration of the sound effects with Unreal Engine 5 using BP

Wowie Jam 4.0 / Sound Designer

August 2022

- Creation of sound effects (95)
- Development of a sound identity
- Voice design

GMTK Game Jam 2022 / Sound Designer

July 2022

- Creation of sound effects (54)
- Creation of gloomy atmosphere
- Playtest

Winner of Into Games Sound Design Workout

July 2022

- Creation of sound library(31)
- Organization of the library using UCS convention

Voxel Games (Unreleased Indie Game) / Sound Designer + Technical S-D

July 2022

- Creation of sound effects (50)
- Integration of the sound effects with custom game engine

WAG (Wwise Demo Game) / Sound Designer + Technical Sound Designer

May 2022

- Creation of sound effects (160)
- Integration of the sound effect using Wwise
- Creation of granular ambience
- Creation of dynamic emitter
- Project management
- Integration of the dynamic music using Wwise

Cube (Wwise Demo Game) / Sound Designer + Technical Sound Designer

Novembre 2021

- Creation of the sound effects (276)
- Integration of the sound effect using Wwise
- Voice design

Formation

DEC in Technologies Sonores / Graduate

09/2019 - 05/2022, Drummondville, QC

- Sound production for multimedia and video games
- Sound post-production for film and video
- Studio recording
- Live show

Wwise 101-110-201-251 / Certificate

12/2020 - 07/2021

- Advanced technique learning
- Dynamic music integration
- Resource optimization
- Optimization for mobile platform

Syntorial 100% / Interactive learning

07/2021 - 08/2021

- Hearing training
- Learning the synthesizer

Udemy Certificate / Interactive learning

- Unreal Engine 5 Beginner Blueprints: Make your first game!
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