

SAMUEL DUFOUR

PROFESSIONAL SUMMARY

Game audio designer with strengths in gameplay creative sound design, environmental soundscape and audio implementation. Offering 1 year of experience working in a AAA title and 5 years of forging is audio skills on indie project, game jams and getting is Sound Technologies diploma. With his hardship he build strong creative and technical skills specifically for game audio.

AAA EXPERIENCE

Audio Designer, 11/2022 to 01/2024

Nesting Games - The Directorate: Novitiate

- Collaborated closely with the audio team to fulfill their expectation
 - Designed audio for gameplay element, environmental ambience and more
 - Implemented all of my audio assets into Wwise
 - Assisted the audio director in carrying out the acoustic implementation
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INDIE EXPERIENCE

Solo Game Developer 07/2024 to 05/2025

Green Heights https://store.steampowered.com/app/3275480/Green_Heights/

- Concept of a first-person vertical platformer
- Executing a satisfying and precise movement based game
- Marketing to the target audience and general public

AUDIO DESIGNER 11/2023 to 07/2024

TimeCrashGames - Dark Watch <https://store.steampowered.com/app/2746680/DARKWATCH/>

- Design audio to gameplay element
- Enrich environmental soundscape with BP programming
- Audio implementation using MetaSounds from UE5

AUDIO DESIGNER 06/2023 to 08/2023

TimeCrashGames - 9Realms https://store.steampowered.com/app/2286380/9_Realms/

- Design audio to gameplay focusing on combat element
- Audio implementation using MetaSounds from UE5

CONTACT

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PORTFOLIOS, ITCH, LINKEDIN

- <https://sdproduction.ca/reel>
 - <https://itch.io/profile/sdsound>
 - <https://www.linkedin.com/in/samuel-dufour-737804227/>
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SKILLS

- Sound Design
 - Game Audio Implementation
 - Unreal Engine BP
 - Wwise integration
 - Field Recording
 - Reaper, Nuendo, ProTools
 - Perforce, GitHub
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EDUCATION

DEC, Sound Technologies, 05/2022

Cegep De Drummondville - Drummondville, QC

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

French



Native or Bilingual

English



Full Professional

CERTIFICATIONS

- Wwise certification: 101 - 110 - 201 - 251
 - Udemy certification: UE5 Beginner Blueprints
 - Syntorial certificate
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REFERENCE

Simon Paris, Audio Director at Nesting Games.

<https://www.linkedin.com/in/simon-paris-7868493/>

Simon Tapping, CEO at TimeCrashGames

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