Martin BUSSY-PÂRIS   Game Sound Designer

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Audio systems design
Sound implementation
Sound design

Work Experience

2013-now	Remedy Entertainment (Espoo, Finland) – *sound designer* AAA Game: ***Quantum Break*** (Xbox One) - sound implementation - audio systems design	2010-2011	Kylotonn Games (Paris, France) – 6-month internship AAA Game: ***The Cursed Crusade*** (PC/PS3/Xbox 360) - sound design - realtime SFX (FMOD Ex)
2015-now	ENJMIN (Angoulême, France) – *game audio lecturer*	2009-2010	Bopcity Studio + Aéronef Studio (Paris, France) – 3 internships - recording, mixing, mastering (jazz music)
2013	Remedy Entertainment (Espoo, Finland) – *intern audio integrator* AAA Game: ***Quantum Break*** (Xbox One) - sound implementation - audio systems design	2009	Green United Music (Paris, France) – internship - recording, mixing, (TV and radio advertising)
2012	Int 13 (Paris, France) – 3-month internship Mobile games: ***ARDefender 2*** + ***Alien Battle*** (Android, iOS) - sound design and music - sound implementation - features added to the in-house sound engine with the programmers	2003	CDI Info (Paris, France) – internship - software development and web design

Education

2011-2013	**Master – *Game Sound Design***. ENJMIN, France.	2000-2008	***Drums course***. Groove Academy, Paris.
2010-2011	**Master 1 – *Digital Arts and Medias***. University Paris 1 Panthéon-Sorbonne, France. **Course Sessions: *Sound and Music Conception for Video Games***. ENJMIN.	2007	***High school certificate (scientific)***. Arago High School, Paris.
2007-2010	**Bachelor – *Musicology and Sound Engineering***. University Paris-Est Marne-la-Vallée, France.	2004	*AFPS: First aid certificate*. Croix Rouge Française.
2008-2011	***Jazz drums course***. Conservatory 13, Paris. → drums training courses, jazz band workshops, jazz history and classical choir	1993-1999	*Violin courses*. Conservatory 5, Paris.

Skills (expert, advanced, intermediate, beginner)

Game audio tools / Game engines:	Audio softwares:	Audio programming:	Generalist programming / scripting:	
- Wwise - FMOD Designer + Studio - Remedy tools - Unity - Miles Sound Studio - CRIWARE ADX2 - XACT - UDK - Cry Engine 3	- Sound Forge - iZotope RX - Cubase (+ several VST/VSTi) - Adobe Audition - Pro Tools - Vegas	- Wwise (API) - FMOD (API) - Pure Data/Max/MSP - Flixel - FlashPunk - OpenAL - Csound	- Game Maker (GML) - AGS - Remedy scripting language - C# - Dark Basic - C/C++	- Lua - HTML/CSS - PHP - JavaScript - Arduino - Processing

Sound / Music / Interactivity:	Task and bug tracking / Versioning:	Languages:
- Sound design - Game audio concepts - Sound implementation - Adaptive/Dynamic music - Generative music - Field recording	- Perforce - Bugzilla - JIRA / BitBucket / SourceTree - SVN Tortoise - Trac - FogBugz - BaseHead - Hansoft	- French: native - English: professional working proficiency - Spanish: elementary proficiency

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Projects *(sound samples, video footage and game downloads on http://martinbussy.com/)*

2013	**Dog Among Dogs (animation)** - linear music	2012	**Lost in Grimm's (ENJMIN)** - sound design - music (adaptive/generative) - sound implementation (Unity + Wwise)
2013	**Desperate Robots** - sound design - music (adaptive) - sound implementation (Wwise/Unity) → 48h Indie Speed Run game jam	2012	**Mutive (Ludum Dare 23)** (Game Maker + Wwise) → Generative music entirely synthesized in real-time.
2013	**Hospital Beats** - sound design - music → Global Game Jam 2013	2011	**Calinou Conqueror (ENJMIN)** - sound design → "Game à Niaque" Contest: 2nd place
2013	**A Dog's Life** - sound design - music (adaptive) - sound implementation (Wwise/Game Maker) - programming	2011	**GMA** - sound design - programming (Game Maker) - sound implementation (Game Maker + Wwise) → Challenge: how to develop a two players audio game with only one stereo output?
2012- 2013	**Sleeping Stones** - sound design - music (adaptive) - sound implementation (Wwise/Unity/C# scripting) → 2,5D puzzle/platformer → 6-month project	2011	**Dikotomia** - GDD writing (Game Design Document) - sound design (FMOD Designer) - generative music (Game Maker programming + FMOD)
2012	**Wubman Almost Supastar** - sound design - music (adaptive) - partially real-time synthesized music controlled by the player (LFO, pitch and LPF) - real-time sidechain system on music (real-time, because of the nonlinear music) → 3D scoring game (guitar hero-like) → particle systems and 3D animations synced to the music	2010- 2011	**Sneak Out of the Dead (ENJMIN)** - game design - sound design - programming and sound implementation (Game Maker + FMOD)
2012	**Blobz Rescue (Paris Hackathon 2012)** - sound design → **Winner of the "Paris Hackathon 2012"**	2010	**Skyle Chronicles, musique adaptative** - adaptive music (FMOD Designer) → research project
2012	**Rift of Time (Ludum Dare 24)** - sound design, programming, sound implementation (Wwise) - unconventional use of the audio input → *the game was presented by Audiokinetic through Wwise at Summer School on Game Audio (2012)*	2010- 2011	**Holy Spirit** - sound design - sound implementation (LUA scripts) → RPG/Hack'n'Slash
2011- 2012	**Evil Blind Mutant Monster Attack (ENJMIN)** - sound design, game design, sound implementation (Wwise) → *JVA 2012 Award:* **jury prize and public prize** → "Game à Niaque" Contest: 4th place	2010	**Era Of The Beast** - sound design
2012	**Assassin's Creed: The Guild (ENJMIN)** - sound design - music (adaptive) - sound implementation (Objective-C + FMOD) → in collaboration with **Ubisoft Montréal**	2009- 2011	**Skyle Chronicles** - project management - game design - sound design & music
2012	**Arche (ENJMIN)** - sound design - music (adaptive/generative) - sound implementation (Unity + Wwise)	2001- 2003	**Gonega** - project management - game design - programming (Dark Basic)

Miscellaneous

Drums (jazz, latin-jazz, funk), Violin, Trumpet, Theater, Aïkido.