

Phone: +44 7547 821 796  
E-mail: audio.griscelli@gmail.com

Portfolio: [www.griscelli.com](http://www.griscelli.com)

London, UK – International mobility

# Pierre-Jean Griscelli



## Sound Designer

Design – Recording – Implementation  
Wwise – Fmod · Unreal Engine – Unity

### Experience – Game Industry · 5 years

**2014-2015**    **Sound Designer · Rocksteady** – London, UK – 16 months

*Batman: Arkham Knight* · PS4, Xbox One, PC – Wwise + REV, Unreal Engine, Kismet · Surround  
SFX Creation & Implementation: Batman, Robin, Catwoman and Nightwing – Combat/Dualfight & Predator Riddler, Two Face, Penguin, Pyg and Manbat stories, maps & setpieces – Riots – Thugs, Ninjas & Robots  
Interactive Objects (gameplay, mechanisms, doors, puzzles) – Particles & VFX – Field & Foley recording  
Subjective sounds (death, sweetener, stingers) – Maps set-up (pointsources, reverb, occlusion, kismet)  
Batmobile DLC engine, Tim Burton's 1989 racetracks, Nolan's Tumbler racetracks, Killer Croc DLC

**2014**    **Senior Sound Designer · Frontier Developments** – Cambridge, UK – 1 month

*ScreamRide* · Xbox One – Wwise, in-house game engine · Surround

**2013-2014**    **Sound Designer · Microsoft Rare** – Twycross, UK – 6 months

*Kinect Sports Rivals* · Xbox One – Wwise, in-house game engine · Surround

SFX Creation & Implementation – On location recording: crowd, wild-life, sea-waves and fireworks.

**2013-2014**    **Principal Sound Designer · Ragequit Corporation** – Paris, France – Freelancer, 8 months

*Strike Vector* · Unreal Audio System, Unreal Dev. Kit, Kismet.

SFX, Ambiance, Additional Music and Jingles Design and Production – Maps setup – Implementation  
Foley/Ambiance/Planes on location recording – Mix – Optimization, Bug Fixing.

**2012-2013**    **Sound Designer · Dontnod Entertainment** – Paris, France – 1 year

*Remember Me* · Publisher: *Capcom*, Xbox 360, PS3, PC · Wwise · Unreal Engine 3, Kismet · Surround

SFX Creation & Implementation: Environment, Fight, Bosses, Characters, Robots, Drones, Interactive Objects, Dialogue and Emotes, Interface, Setpieces and Cutscenes. Assets & Soundbank Management.  
Maps set-up – Dynamic Music implementation – Optimization, Test, Debug.

**2011-2012**    **Sound Designer / Tools Developer · Ankama** – Lille, France – 1 year

*Dofus MMORPG* – *Wakfu MMORPG* – *Wakfu TV Series*

Foley, SFX, Dialogue and Emotes creation (recorded and designed) – Audio implementation and Assets management. Tools design & programming, Bug fixing.

**2009**    **Sound Designer / Composer · Script Games Studio** – Montpellier, France – 6 months

*Bellum Tactics* · iOS, tactical game.

Location recording (rifles, guns, foley, ambiances), dialogues · music · soundbanks.

### Previous & Other Experience

**2012-2013**    **Audio Design Lecturer · Paul Valery University** – Montpellier, France

Giving courses to Licence and Master's Degree students: basics, sound editing, sound and gameplay, audio engines, audio pipeline, initiation to Wwise.

**2010**    **Assistant Audio Engineer · Davout Studios** – Paris, France – 2 months

Recording sessions on film scores, rock bands, jazz and pop projects.  
Use of SSL9000 and NEVE VR60 mixing consoles, use of high-end microphones, preamps and effects.  
Main artists: Princess Erika, Saez, Zabel, Kora Jazz Band, Philippe Rombi, Calogero.

**2008**      **Flash / Web Developer ▪ Chambre de Métiers** – Ajaccio, France – 8 months

Programming, Distance teaching courses, Web TV originator and developer

**2006**      **Broadcast Engineer / On Air DJ ▪ Fun Radio** – Ajaccio, France – 4 months

Animating a 2 hours radio show twice a week, programming (playlist generator/editor), live stream servers management, advertising.

## Freelance & Student Projects

- Pan Aurora**      Recording Engineering ▪ New-Wave band, "Inward Ep" – 2012/2013
- Cataclysm Box**      Recording and Mixing Engineering ▪ Jazz/Progressive Rock band – 2012
- EMCA**      Sound Editing ▪ Short movies, EMCA: the School of Film Animation – 2012
- Pull-In**      Sound Editing - Music ▪ Pull-In TV Ads – 2012
- OBO**      Sound Editing ▪ OBO Premium Soda TV Ads – 2012, 2013, 2014
- Hope**      Sound Editing - Music ▪ Short movie by Sebastien Ginestra – Selected at Art By Chance festival – 2011
- White The Game**      Sound Design - Implementation - Music ▪ Artistic FPS, UDK ▪ 100.000+ downloads – 2010
- iMA**      Sound Design - Implementation ▪ Interactive flight experience, Unity/FMOD/Arduino  
Honoured at E-Magiciens Festival – 2011

## Education

**2009-2011**      **Master's Degree** with proficiency in **Sound Design** for **Video Games** – with honours

**ENJMIN:** Graduate School of Games and Interactive Media, Angouleme, France  
Including courses in game design, art, management and computer sciences.

**2008-2009**      **Bachelor's Degree** in **Video Games** – with honours

University of Montpellier III Paul Valery, France

**2004-2006**      **Associate's Degree** in **Multimedia** and **Movies Production** – with honours

University of Corsica Pascal Paoli, Corte, France

## Skills & Equipment

- Engines**      Wwise, REV, Fmod, Kismet/UDK Sound Cue Editor ▪ Unreal Engine, Unity3D, Basics on Source & UE 4
- Software**      Pro-Tools, Cubase, Ableton Live, Vegas, Reaper ▪ Sound Forge ▪ Reason ▪ BaseHead, SoundMiner
- Hardware**      Equipped with high class Microphones, Pre-Amps, Compressors, EQs, Effects and Monitors.  
(SPL, TLA, Focusrite, Sound Devices, Zoom – DPA, Sennheiser, Rode, Shure, Neumann, Audix – KRK)
- Tools & Effects**      MaxMSP, PureData – Komplete, Twisted Tools, Waves, Izotope RX5, Stillwell, U-HE, Ircam, FabFilter, GRM
- Recording**      Foley, Voice and Field recording ▪ Excellent knowledge of studio hardware ▪ Music/Bands recording
- Development**      Python, Lua, Java, VBS, Batch/Shell ▪ PHP, MySQL, Javascript, Ajax, AS, XML
- Teamwork**      Perforce, SVN ▪ JIRA, Trac ▪ Scrum

## Further Information

- Audio Interests**      Procedural Audio, Interactive music ▪ Modular & Classic synthesizers ▪ Surround, Binaural  
Audio hardware, Field Recording, Recording Bands ▪ Reading: IRCAM, Soundworks Collection...
- Interests**      Concerts ▪ Cinema ▪ Travel ▪ Immersive Theatre ▪ Games ▪ Sport ▪ DJing
- Languages**      French: native language ▪ English: fluent (2 years in UK) ▪ Italian: fluent