YANN IMBERT

📞 +33 6 99 07 38 69

✉️ yannimbert.compo@gmail.com

🌐 www.yannimbert.com

☁️ Soundcloud

🎮 yann-imbert.itch.io

in LinkedIn

SOFTWARES

- Wwise
- FMOD
- Unreal Engine
- Unity
- Avid Pro Tools
- Reaper
- Logic Pro X
- Ableton Live
- Max/MSP

SKILLS

- Sound design
- Implementation
- Recording
- Field recording
- Audio editing
- Audio mix
- Sound effects
- Composition
- Versioning Git

LANGUAGES

- French (Native)
- Arabic (Native)
- English (Fluent)
- German (Notion)

MISCELLANEOUS

- Music: Music production, solo and group instrumental practice (double bass, piano, guitar)

- Video games : FPS, J-RPG, action RPG

- Film & Short Film

- Travel

*References available on request

Audio designer

My interest in sound and music started at the age of 6 when I studied music at the conservatory in specialised music classes. I continued my studies in the field of sound design and music composition for linear and interactive media. During my studies, I trained on different student and professional projects that allowed me to collaborate with all the specialties of the video game industry. I have thus developed my autonomy, my organisational and communication skills, and I am able to adapt to teamwork.

Education

- **Sound Design & Interactive Media   (2020-2022)**
Cnam-Enjmin - Angoulême
Master's Degree in sound design and audio implementation for video games.

- **Dual curriculum Composition for screen and Sound design   (2017-2020)**
Conservatoire à Rayonnement Régional d'Annecy
Diploma of musical studies (DEM) with honours.

- **Sound Design & Engineering   (2015-2017)**
Acfa Multimedia - Montpellier
Bachelor's degree in sound design and audio engineering.

- **Music classes - CHAM   (2002-2013)**
Conservatoire à Rayonnement Régional de Lyon
Classical double bass playing in the "Classes à Horaires Aménagés Musique" (CHAM).
Certificate of Musical Studies (CEM) with honours.

Experience

- **Audio designer (April 2022 - Actual)**
Arkane Studios - Lyon
Sound & Music design |Audio implementation| Collaboration with various specialties

- **Sound designer - Internship & Freelance   (July 2021- March 2022)**
Coeur de jeu (GEODE) - Lyon
Sound design | Middleware-free audio implementation in Unity | Art direction

- **Composer & Sound designer   (2017 - 2021)**
Film and animation schools (ArtFX, Les Gobelins, LISAA, Pivaut, ECV, Brassart, Bellecour Ecole & Cnam-Enjmin)
Student collaborations about thirty short animation, fiction and video games.

- **Assistant Sound Designer - 8 week internship   (2017)**
Studio Anatole - Lyon
Sound Recording | Sound design | Sound Editing - TV Series, Short Films and Commercials

- **Assistant Sound Designer - 10 week internship   (2016)**
Studio Miroslav Pilon - Lyon
Sound editing | Sound effects | Sound design - Documentary, feature film and animation

Projects

- **Redfall - Arkane Studios - PC game (Wwise - Unreal 4)**

- **Deathloop - Arkane Studios - PC game (Wwise - Void engine)**

- **Dazzly Merge - Mobile game (C# - Unity)** in partnership with Coeur de Jeu Studio (Geode)

- **Left Behind - PC game (Wwise - Unity)**

- **Spiritway to the Lighthouse - PC game (Wwise - Unity)**
Nominated for "Audio design" at IndieCade USA 2021

- **Bulle - Mobile Game (Fmod - Unity)**
Nominated for "Best student game" at Pégase 2022
Exhibited at the BPI of the Centre Pompidou, at the Games Made In France, at the "Festival du livre jeunesse" of Montreuil and Animation First NY.

- **Echo of the Sky - PC game (Wwise - Unreal 4)**
Nominated for "Excellence in Audio" at the BIC Festival 2021

- **AR-chemist - Augmented reality PC game (C# - Unity)**

- **About thirty collaborations on animation, fiction and video game projects with colleges.**

- **4 film-concerts** - including two as part of the "Annecy International Animation Film Festival", one in partnership with "La cinémathèque des pays de Savoie et de l'Ain", and one as part of the "Sons d'automne" festival.