

Régis Royer *Sound Designer*

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📍 Paris, France



PROFILE

Sound Designer with experience working on Unity and Unreal games.

Comfortable with spatialization, interactive sound assets with Fmod and Wwise and enjoy field recording.

demoreel: <https://youtu.be/74ZiEt3TVpQ> 

website: <https://regis-royer.com/> 

SKILLS

Fmod	Wwise
Reaper	Pro Tools
Unity	Unreal

PROJECTS

Audio Designer

GumGumCup: party Game, end of school project

2023/09 – 2024/06

GumGumCup is a local 4 multiplayer party game, developed in Unreal Engine 4, for PC

Creating all the sound and music contents of the game,

Developing the interactive audio system using Wwise

Implementing the audio assets using Unreal Engine Blueprint

Audio Team Leader

Caedes: short animated movie

2023/06

Audio team leader of 4 people

Defined the Art direction of the movie with the animation team

Recorded the foleys of the movie

Produced most of the sound design assets

Mixed the audio content in Pro Tools

<https://www.youtube.com/watch?v=rlqklp9yX4Y> 

Sound Designer

Miw's Legacy: 2D platformer game, school project

2023/02

Created all the sound design assets of the game with Reaper

Implemented the audio content using Unity and Fmod

PROFESSIONAL EXPERIENCE

Sound Designer

Freelance

2024/06 – 2024/10

Crafted the audio assets (sounds and ambiances) for an automotive project

Lead the audio integration on Unity

Provided help to the hardware integration inside the vehicle

Sound Designer (Internship)

Valeo Mobility Tech Center

2023/04 – 2024/02

Responsible of the sound and music assets for immersive experience in VR

Created interactive audio system using Fmod

Integrated the audio content in Unity

Conceived hardware audio installation for a specific showroom

Developed internal audio production

infrastructure according to the company's needs

Electrical Modelling Engineer

AKKA Technologies

2015 – 2020

Provided electrical models In Matlab and Saber for clients in the aeronautic field

Coded Scilab scripts to automate simulation tests and post processing

Designed technical tools in Python for the R&D department

EDUCATION

Bachelor's Degree in Music & Sound Design

ISART DIGITAL

2021 – 2024 | Paris, France

Master's Degree equivalent in Electrical Engineering

ENSEEIH Electrical, Computer Science, Hydraulics Engineering School

2012 – 2015 | Toulouse, France

Bachelor's Degree in Jazz Musicology

Jean Jaurès University

2007 – 2010 | Toulouse, France