

Matthieu Rauber

Sound Designer

Profile

I have been passionate about sound and gaming since I was a child, and I would like to continue my journey as part of a team. Creating worlds in long-term projects has always been my dream 🎵

Skills

Curious, optimistic
Patience, adaptability
Ease of oral
Interpersonal skills
Fluent English and French

Contact Detail

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🌐 matthieurauber.com
🐦 @matthieublavage



Games that I like

- No Man's Sky
- Path of Exile
- Risk of Rain 2
- Eve Online
- League of Legends

Experiences

- Sound Designer @Ubisoft (two years)

Unannounced Project • 2023

Notre Dame brûle [VR] • 2022



- QA Audio @Demute (8 months)

Ary and the secret of seasons • 2021

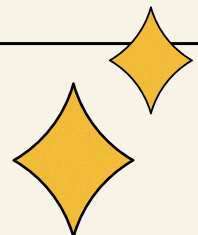
demute



- Sound Designer @BiggerInside (9 months)

Protocol 223 [VR] • 2020

- Sound Design teacher since 2022
- Freelance Sound Designer since February 2021
- Radio engineer [9-months] • 2021



Training

Sound Designer
Bachelor's Degree
Acfa / 2019

Musicology Study
Paul Valery / 2017

Softwares

