

Solène Falk

<https://solenefalk.com>

PROFILE

As a technical sound designer and video game composer, I specialise in audio integration and debugging, collaborating with developers to ensure seamless audio experiences. With a background in European politics and project management, I bring a unique problem-solving approach to technical sound design.

CONTACT DETAILS

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Address: 24 rue de la Ménagerie, 67100 Strasbourg, France

SKILLS

Audio

Softwares: Reaper, Ableton Live, ProTools, Famitracker

Plug-ins: Soundtoys, Fabfilter, Izotope RX, Kilohearts, Output, Glitchmachines...

Skills:

- Audio post-production, editing, recording, foley performance, synthesis
- Audio integration, debugging and optimisation
- Music composition, editing and theory

Game development

Middlewares: Wwise, FMOD

Game engines: Unity, Unreal Engine, Anvil

Source control: Perforce, GitHub

Development: basic knowledge of C++, Unity scripting

Project management

Trello, JIRA, Notion, Slack, Discord, Miro

Soft skills

Teamwork, dynamism, rigour, organisation, autonomy, resilience to stress

Language

French (mother tongue), English (C1), Japanese (A1)

AUDIO EXPERIENCE

Sound Designer and Composer - **Freelance (since 2022)**

- Technical sound designer for [Blue Banshee Games](#) (Maliki: Poison of the Past, releasing in April 2025) using Unity
- Sound designer and composer for independent games ([Mirage](#), [Heliostar](#), [More Bounce Lowriders](#).....)
- Production of trailer sound effects for [Chroma Music](#)
- Production of video tutorials on video game music for [Gamemaker](#)

Sound Designer - **Ubisoft Annecy** (jan.-july 2024)

- Production and integration of sound effects on [Riders' Republic](#) (season 12 - mountainboard) using Reaper, Wwise and Anvil
- Debugging audio using Wwise's debug tools
- Production and integration of sound effects - unannounced project
- Recording and processing of sound sources (foley, engines...)
- Production of a game OST based on interactive music stems
- Bringing sound banks up to UCS standards

TRAINING

Audio training (2021-2024)

Slope Audio Training - Montpellier

Video Game Sound Design (Sep. 2023 - June 2024)

Sound design (Reaper, ProTools), programming (C++), foley recording, synthesis, cinematics, integration (Unity, Unreal Engine, Wwise, FMOD)

Point Blank Music School - London / online

Music Production Complete Diploma (Jan. 2021 - Mar. 2023)

Modules completed (certificates on request): Introduction to Music Production, Music Composition, Creative Audio, Sound Design, Art of Mixing, Creative Production & Remix, Composing for Film & TV, Audio for Games (FMOD & Unity), Mastering, Music Industry, Production Styles, Advanced Sound Design, Advanced Composition, Music Entrepreneur

University education (2012-2018)

- **Master 2 - European Policies and Public Affairs** - [Sciences Po Strasbourg](#).
- **Master 1 - History, philosophy and sociology of science and technology** - [Strasbourg University](#).
- **Bachelor's degree in Sociology** - [Paris-Sorbonne University](#).
- **Bachelor's degree in Philosophy** - [Paris-Ouest University](#).

PREVIOUS EXPERIENCE

Project Manager - **Council of Europe** (Oct. 2019 - Sep. 2023)

- Management and design of projects to promote human rights, event organisation, budget monitoring, communication (social networks, newsletters), reporting.

European Project Manager - **ALDA** (Feb. 2018 - Sep. 2019)

- Coordination of European projects: organisation of events, communication, reporting, monitoring, networking strategy
- Management of the office and of a multicultural team (5 people).