

# Solène Falk

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## PROFILE

As a freelance sound designer and video game composer, I specialise in creating compelling storytelling through audio for your projects, from asset creation to integration and debugging. I believe that sound has the power to take great games to the next level: unforgettable experiences that will leave a lasting impression.

## CONTACT DETAILS

**E-mail:** solene.falk@gmail.com

**Phone number:** +33 6 31 00 82 94

**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 and Sound designer for [Blue Banshee Games](#) (Maliki: Poison of the Past and unannounced project)
- Sound designer and composer for independent games ([Mirage](#), [Heliostar](#), [More Bounce Lowriders](#), [Broom Broom in the Room...](#))
- 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).