

# CLÉMENT TEK

## Sound Designer

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🌐 [clementtek](https://www.linkedin.com/company/clementtek)

## EXPERIENCE

### Sound Technician

#### Freelance

📅 Jan 2024 – Ongoing

📍 Montréal, QC, Canada

- Post-production sound design, audio editing, mix, mastering
- Dialog, foley and music recording
- Live show mix, monitoring, acoustic calibration
- Live show set-up, patch, sound check

### Datascientist

#### Eminove

📅 Sept 2016 – Feb 2020

📍 Nantes, France

- Development of Machine Learning algorithms for categorization and thematization of textual data
- Creation of HR dashboards using Microsoft Excel and Microsoft PowerBI
- Design of open-ended questionnaires and quantitative and qualitative analysis of results using Machine Learning and sociology
- Management of a technical team and client relations

## EDUCATION

### Diploma of College Studies (A.A.A) in Sound Technology

#### Collège d'Alma, QC, Canada

📅 Sept 2020 – June 2024

### M.Sc. in Machine Learning and Natural Language Processing

#### Université de Nantes, France

📅 Sept 2014– June 2016

### B.Sc. in Computer Science

#### Université de Nantes, France

📅 Sept 2010– June 2014

## PROJECTS

### Galaxy Showdown

#### Cybierre Koffee Studio

- Game sound design and implementation
- [Play here!](#)

### Post-production

#### Trailers and scenes

- Sound design, music editing, dialog & foley recording, mix
- [Watch them here!](#)

## STRENGTHS

Hard-working

Eye for detail

Autonomous

Team Player

Sound design

Editing

Recording

Pro Tools

Reaper

Wwise

Unreal Engine 5

Unity

Godot

Python

Java

Machine Learning

NLP

Data analysis

## LANGUAGES

French

English

## HOBBIES

Games: RPG Puzzle Action

Literature: Fantasy Sci-fi

Music: Extreme Metal Post-rock Chiptune