CLÉMENT TEK

Sound Designer & Audio Technician

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SKILLS

Pro Tools | Wwise
Editing | Mix
Audio editing
Recording | Voice acting

Python | Java
Data processing

Autonomy | Creativity
Curiosity | Adaptability

CERTIFICATIONS

Wwise Certified User 101

Wwise Certified User 110

HOBBIES

Music | Literature
Video games

LANGUAGES

French : Native

English : Professionnal

ABOUT ME

Having previously worked as a data scientist, I made the switch to pursue my passion for audio and post-production. I earned a Diploma of College Studies from Alma College in Quebec, where I gained valuable experience on a variety of projects, including voice acting, foley recording, SFX and ambiance creation, music editing, sound design for video game characters, and mixing for short films, trailers, and cinematics. I am now seeking a position as an audio integrator or sound designer in the video game industry.

WORK EXPERIENCE

Data Scientist - Technical Manager | Eminove

📅 Sep 2016 – Feb2020   📍 Nantes, France

- Development of Machine Learning algorithms for the 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

Data Science intern | Atelier Iceberg

📅 Jan 2016 – Jul 2016   📍 Nantes, France

- Development of chart models for interactive dashboards
- Implementation of unit tests for various product features
- Automated processing of numerical and textual data

EDUCATION

Diploma of College Studies in Sound Technology | Collège d'Alma

📅 Sep 2020 – May 2024   📍 Alma, Québec

Master's Degree in Computer Science | Université de Nantes

📅 Sep 2010 – Jun 2016   📍 Nantes, France

Machine Learning & Natural Language Processing (NLP)