

Robin Legros



Work Experiences

THE SANDBOX

Audio Designer | Montréal | 2023 - 2025

- Design and manage audio assets (vo, music, sfx) for various IPs, including: King Kong, Atari, Jurassic World, Hellboy, Terminator and more.
- Implement audio asset in the in house engine, Wwise and unreal engine.
- Wwise project's owner. Link Between programmers and audio team.
- Design adaptive audio systems using Wwise for dynamic game environment
- Design audio for marketing purposes, trailers, teasers.
- Create and manage audio library designed for UGC, more than 2000 sfx.

CHAAC TECHNOLOGIES

Sound designer | Montréal | 2023/02-2023/07 - Contract

- Creation of audio assets (ambient, SFX, Foley, jingle and UI) for 4 VR projects.
- Working for companies like Rio Tinto Alcan, Exo and IPIQ.

AUDIOSCULPTURE, CASTELNAU STUDIO (THIERRY GAUTHIER)

Sound designer | Montréal | 2019-2022 - Part-time

- Recording and sound creation for 10+ projects (television, podcast, movies and documentary). Working alongside Thierry Gauthier.
- Dialogue cleaning and editing. Pro Tools session organization for mixing.
- Creation and management of soundbanks.
- Notable projects for Picbois Production and Télé Québec.

Skills

Audio integration

- Great management of Wwise, complex audio system, optimization, profiling
- Audio integration in Unity and Unreal : animation tag, room, spatial Audio
- Basic Audio programming in C# (Unity), complex audio systems in blueprint (UE5)
- Vertical and horizontal Interactive music systems
- Dynamic and linear mixing

Sound design and music

- Creation of complex audio assets
- Musical composition for games
- Good knowledge of soundbanks (Boom, SoundIdeas series, etc.)
- Passion for synthesis, audio mangling and field recording
- Good management of Reaper, Ableton and Pro Tools
- Basic knowledge of pure data
- Audio cleaning, audio normalization and editing, RX suite
- Owner of too many synthesizers

Personnal skills / work behavior

- High stress tolerance
- Ability to work in team, give and receive criticism to achieve a common goal
- Self-reflection and continuous improvement
- Love juggling between creative and technical work

Education

AEC SOUND INTEGRATION AND DESIGN

ADN Campus (formerly Campus Ubisoft) | Montréal | 2022-2023

BACHELOR DEGREE IN COMPOSITION AND FILM SCORING

University of Sherbrooke | Shebrooke | 2015-2019


MUSICAL COMPOSITION AND JAZZ DRUMMER

École des musiques actuelles, Conservatory | Reunion Island | 2011-2015


Profile


- Sound designer and composer with 3+ years of experience creating immersive audio for films and video games.
- Proven track record in Reaper, Wwise, Unity and Unreal audio pipelines.
- Enjoys solving technical problems.
- Seeks to use his skills in sound, integration and music design. Would like to work in a team and collaborate.
- Eager to learn, passionate about game audio.


Infos

 robin.974music@gmail.com

 [LinkedIn](#)

 Montréal, can work remote

 [Portfolio \(Website\)](#)

 [Gamejam \(ludum dare page\)](#)

Languages

FRENCH, ENGLISH

Version control & Project Management

- **Git/GitHub** (fork, branching, pull requests)
- **Perforce** (asset versioning)
- **Jira** (bug report, task tracking, tickets)
- **Obsidian** (project tracking)
- **Google Sheets** (asset databases, logs)