





Robin Legros

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 [LinkedIn](#)

 Montréal, can work remote

 [Portfolio \(Website\)](#)

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

Profile

Sound designer and composer with great artistic sensitivity. Seeks to use his skills in sound, integration and composition. Would like to work in a team and collaborate on various video game projects.

Languages

FRENCH AND ENGLISH

Other Experience

GAMEJAMS

5 Gamejams and willing to do more!

MUSICAL BAND

Jazz and rock drummer, concerts, practice

ELECTRONIC MUSIC PRODUCER

Orbn (2011-now)

Work Experiences

AUDIOSCULPTURE, CASTELNAU STUDIO (THIERRY GAUTHIER)

Sound designer | Montréal | 2019-2022

Recording and sound creations for several projects (television, podcast, movies and documentary). Working alongside with Thierry Gauthier.

Pro Tools session organization for mixing, Editing and cleaning dialogue.

Creation and management of sound banks.

Notable projects for Picbois Production and Télé Québec.

CHAAC TECHNOLOGIES

Sound designer | Montréal | since 2022 - contract

Creation of audio assets (ambient, SFX, Foley, jingle) for multiple virtual reality projects.

Working for companies like Rio Tinto Alcan, Exo and IPIQ.

FREELANCE, RBN AUDIO

Sound design, Composition, Mix | Montréal | 2017 - current position

Short films, experimental documentary and other projects

Notable projects: *The temple* by Jenny Cartwright, the documentary won 2 awards.

Pardonnez-moi ton sacrifice by Nikita Bershanski, the film won 3 awards.

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 DRUM

École des musiques actuelles | Reunion Island | 2014-2015

MUSIC PRODUCTION AND JAZZ DRUM

Reunion Island Conservatory | Reunion Island | 2011-2013

Skills

Audio integration

- Good management of Wwise, creation of complex audio system, optimization
- Audio integration in Unity and Unreal : animation tag, room, Spatial Audio
- Simple audio scripting in C# (Unity), audio blueprint tools (Unreal)
- Dynamic and linear mixing

Sound design and musical composition

- Creation of complex audio assets for games and movies
- Musical composition for video games and movies
- Great knowledge of sound banks (Boom, SoundIdeas series, etc.)
- Passion for synthesis and audio mangling
- Good management of Reaper, great knowledge of Pro Tools
- Studio and Field Recording.
- Cleaning, audio normalization and dialogue, RX suite

Personnal skills / work behaviour

- High stress tolerance
- Solution oriented, focus and commitment to the success of the project
- Creativity and innovation to face the problems
- Ability to work in team, give and receive criticism to achieve a common goal
- High capacity of questioning myself to produce a better work
- Willing to improve and learn