

Martin BUSSY-PÂRIS

Senior Technical Sound Designer

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Audio systems design
Sound implementation
Sound design

Work Experience

2013- now	Remedy Entertainment (Espoo, Finland) – <i>senior technical sound designer</i> Quantum Break (Xbox One/PC) - sound implementation - audio systems design	2010- 2011	Kylotonn Games (Paris, France) – 6-month internship The Cursed Crusade (PC/PS3/Xbox 360) - sound design - realtime SFX (FMOD Ex)
2015- now	ENJMIN (Angoulême, France) – <i>game audio lecturer</i>	2009- 2010	Bopcity Studio + Aéronef Studio (Paris, France) – 3 internships - recording, mixing, mastering (jazz music)
2013	Remedy Entertainment (Espoo, Finland) – <i>intern audio integrator</i> Quantum Break (Xbox One/PC) - sound implementation - audio systems design	2009	Green United Music (Paris, France) – internship - recording, mixing, (TV and radio advertising)
2012	Int 13 (Paris, France) – 3-month internship Mobile games: ARDefender 2 + Alien Battle (Android, iOS) - sound design and music - sound implementation - new features designed for the in-house sound engine		

Education

2011- 2013	Master – Game Sound Design. ENJMIN, France.	2000- 2008	Drums course. Groove Academy, Paris.
2010- 2011	Course Sessions: Sound and Music Conception for Video Games. ENJMIN.	2007	High school certificate (scientific). Arago High School, Paris.
2007- 2010	Bachelor – Musicology and Sound Engineering. University Paris-Est Marne-la-Vallée, France.	1993- 1999	Violin courses. Conservatory 5, Paris.
2008- 2011	Jazz drums course. Conservatory 13, Paris. → drums training courses, jazz band workshops, jazz history and classical choir		

Skills

Game audio tools / Game engines:	Audio software:	Audio programming:	Generalist programming / scripting:	
- Wwise - FMOD Designer + Studio - Unity - Unreal Engine - UDK	- Sound Forge - iZotope RX - Reaper - Cubase - Adobe Audition - Pro Tools - Vegas	- Pure Data - Csound	- Python - C# - Remedy scripting language - Game Maker language (GML)	- Lua - HTML/CSS - PHP
Sound / Music / Interactivity:		Task and bug tracking + Versioning:	Languages:	
- Sound design - Game audio concepts - Sound implementation - Adaptive/Dynamic music - Generative music		- Perforce - Bugzilla - JIRA + BitBucket + SourceTree - SVN Tortoise - Trac - FogBugz - BaseHead	- French: native - English: professional working proficiency - Spanish: elementary proficiency	

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Projects *(sound samples, video footage and game downloads on <http://martinbussy.com/>)*

2013	<u>Dog Among Dogs (animation)</u> - linear music	2012	<u>Lost in Grimm's (ENJMIN)</u> - sound design - music (adaptive/generative) - sound implementation (Unity + Wwise)
2013	<u>Desperate Robots</u> - sound design - music (adaptive) - sound implementation (Wwise/Unity) → 48h Indie Speed Run game jam	2012	<u>Mutive (Ludum Dare 23)</u> (Game Maker + Wwise) → Generative music entirely synthesized in real-time.
2013	<u>Hospital Beats</u> - sound design - music → Global Game Jam 2013	2011	<u>Calinou Conqueror (ENJMIN)</u> - sound design → "Game à Niaque" Contest: 2nd place
2013	<u>A Dog's Life</u> - sound design - music (adaptive) - sound implementation (Wwise/Game Maker) - programming	2011	<u>GMA</u> - sound design - programming (Game Maker) - sound implementation (Game Maker + Wwise) → Challenge: how to develop a two players audio game with only one stereo output?
2012- 2013	<u>Sleeping Stones</u> - sound design - music (adaptive) - sound implementation (Wwise/Unity/C# scripting) → 2,5D puzzle/platformer → 6-month project	2011	<u>Dikotomia</u> - GDD writing (Game Design Document) - sound design (FMOD Designer) - generative music (Game Maker programming + FMOD)
2012	<u>Wubman Almost Supastar</u> - sound design - music (adaptive) - partially real-time synthesized music controlled by the player (LFO, pitch and LPF) - real-time sidechain system on music (real-time, because of the nonlinear music) → 3D scoring game (guitar hero-like) → particle systems and 3D animations synced to the music	2010- 2011	<u>Sneak Out of the Dead (ENJMIN)</u> - game design - sound design - programming and sound implementation (Game Maker + FMOD)
2012	<u>Blobz Rescue (Paris Hackathon 2012)</u> - sound design → Winner of the "Paris Hackathon 2012"	2010	<u>Skyle Chronicles, musique adaptative</u> - adaptive music (FMOD Designer) → research project
2012	<u>Rift of Time (Ludum Dare 24)</u> - sound design, programming, sound implementation (Wwise) - unconventional use of the audio input → <i>the game was presented by Audiokinetic through Wwise at Summer School on Game Audio (2012)</i>	2010- 2011	<u>Holy Spirit</u> - sound design - sound implementation (Lua scripts) → RPG/Hack'n'Slash
2011- 2012	<u>Evil Blind Mutant Monster Attack (ENJMIN)</u> - sound design, game design, sound implementation (Wwise) → JVA 2012 Award: jury prize and public prize → "Game à Niaque" Contest: 4th place	2010	<u>Era Of The Beast</u> - sound design
2012	<u>Assassin's Creed: The Guild (ENJMIN)</u> - sound design - music (adaptive) - sound implementation (Objective-C + FMOD) → in collaboration with Ubisoft Montréal	2009- 2011	<u>Skyle Chronicles</u> - project management - game design - sound design & music
2012	<u>Arche (ENJMIN)</u> - sound design - music (adaptive/generative) - sound implementation (Unity + Wwise)	2001- 2003	<u>Gonega</u> - project management - game design - programming (Dark Basic)

Miscellaneous

Drums (jazz, latin-jazz, funk), Violin, Trumpet, Theater, Aïkido, First-aid certificate