

# Léo Lemberger

Sound Designer

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23/08/1997  
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## Expériences

### **Technician in charge of Direction, France Médias Monde, Paris**

June - November 2022

- Studio recording
- Editing and mix for radio diffusion
- Operator in live broadcast Studios for the Chinese redaction.

### **Boom Operator/ Sound Mixer/ Sound Designer, Paris**

November - 2022

We made a short-movie in 48 hours.

### **Sound Designer and Integrator, Remote Freelance, Paris**

October - 2022

Sound-Design and implementation for multiplayer game available for PC and VR headsets.

Kalao Vison allows users to create their own NFT galleries and share them with the Avalanche community. You can also discover the virtual galleries created by others and buy their NFT.

Sound-Design with Nuendo and Fmod, versioning with Perforce, integration into Unreal Engine 5.

### **Sound Mixer and Sound Designer for a Kwash commercial, Paris**

September - 2022

Recording on set, Sound-Design, foley creation, editing and mix.

### **Boom Operator and Sound Mixer on the short movie "Dansons la Farandole", with the school "Les gobelins", Paris**

September - 2022

Recording on a one week set.



## Education

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### ISTDS - Montréal

2019-2020 Bachelor degree in Game Sound Design

### ESRA/ISTS - Paris

2016-2019 Bachelor degree in Sound Engineering, Dissertation on Audiovisual Installations and Interactive Medias : Sound Design and Music linked with Visual Arts

### Baccalauréat ES - Paris

2016

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## Skills

<b>Technical Skills</b>
Use of interactive audio tools : Wwise, Fmod, Unreal Engine.
Use of editing tools : Pro Tools, Nuendo, Ableton, Reaper, RX...
Use of mixing devices in stereo and surround.
Use of recording studio hardware.
Recording ambiences, field recording and voice for movies and music.
<b>Other skills</b>
Use of Versioning Softwares : Git, Perforce, Atom.
Understanding of the necessity of maintaining good communication with the members of the team to create with efficiency altogether.
<b>Languages</b>
English (Fluent), French, Spanish.

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## Hobbies

Video Games.

Electronic music composition, Guitar.

Musical composition and Sound design for animation and web.

Parkour, Ski, Scuba Diving.

Travels and road trips.

