



Wilfried Nass

AUDIO DESIGN // COMPOSITION // AUDIO INTEGRATION // QA

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Education

Audio Mentoring Project - Sound Design

(October 2017 - Present)

- Working with a mentor and other industry professionals to improve my Sound Design and Implementation skills

Bachelor's Degree - Sound Design

(ACFA Montpellier, FR // 2011 - 2013)

- Graduated with honors
- Learned how to record, edit and mix sound effects for games and films
- Received training from experienced Sound Designers working at companies such as Ubisoft

Bachelor's Degree - Multimedia

(University of La Rochelle, FR // 2009 - 2010)

- Received multimedia training in Web Design, Sound Editing, Video Production and Photography Post-Production

Degree - Computer Science

(IUT Léonard de Vinci, FR // 2007 - 2009)

- Studied C++ and Java along with web programming languages such as HTML, CSS and PHP
- Studied Project Management and Asset Production

Experience

Rockstar Games - Localisation Associate Team Lead

(March 2015 - Present)

Shipped titles: Grand Theft Auto Online, L.A. Noire Remastered, The Warriors (PS4), Bully (PS4)

- Started as a French Localisation Tester before getting promoted to my current position in February 2017
- Responsible of task management and coordination of a 11-person team
- Communicated with the other Rockstar Studios regarding bug tracking and asset management through Jira
- Utilized Rockstar Games proprietary tools for debugging, localization and bug reporting

Designingsound.org - Editor

(July 2016 - Present)

- Performed interviews and cross-interviews of Sound Designers and other Audio Professionals
- Wrote audio related articles based on predefined monthly themes

Common Ground Theatre - Sound Designer

(March 2017 - May 2017)

- Responsible for the creation of all sound effects for their rendition of Romeo & Juliet
- Used Wwise to trigger those sound effects during Theatre Production

Cubical Drift - Sound Designer

(July 2013 - January 2015)

Shipped titles: Stellar Overload (Early Access)

- Responsible for the creation of all Character Foley, Animal Vocalizations and Weapon Sound Effects for the game Stellar Overload

Game Jams and Contests - Sound Designer

(May 2012 - Present)

- Participated in several Game Jams as a Sound Designer and Composer
- Was Team Lead on a Audio Game prototype created by several Sound Designers
- Competed in the 2016 Develop Game Jam in Brighton
- Placed on the Short List for the 2013 Make Something Unreal Live contest. Project was presented to a panel of Game Devs in London

Féérik Games - Sound Designer Internship

(May 2012 - July 2012)

Shipped titles: Poney Vallée, MonkeyBlitz

- Created Sound Effects and Music while working in tandem with Game Designers, Developers and Artists

Skills

Digital Audio Workstations

- Reaper, Cubase, Logic, Pro Tools

Game audio / Game development

- Wwise, Unity, C++, C#, Web languages (XHTML, PHP, CSS 3)

Miscellaneous software

- Office suite, Premiere Pro, Photoshop, Jira