Wilfried Nass
SOUND DESIGNER

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Selected Credits

Games

The Quarry (Supermassive Games/2K Games - 2022) - *Sound Designer - PC, PS4, PS5, Xbox One, Xbox Series*
Dungeons & Dragons: Dark Alliance (Tuque Games/Wizards of the Coast - 2021) - *French VO Designer - PC, PS4, Xbox One*
Forza Horizon 4, Forza Horizon 5, Gran Turismo 7, Need for Speed Heat - *Cars Recording and Assets Editing*
Holomento (Sean Weech - 2020 Ongoing) - *Sole Sound Designer - PC*
Treasure Tails (Space Ape/Supercell - 2020) - *Lead Sound Designer - iOS, Android*
Mafia II: Definitive Edition (d3t/2K Games - 2020) - *Sound Designer, Sound Editor - PS4, Xbox One, PC*
Jumanji: The Video Game (Funsolve - 2019) - *Sound Designer - PS4, Xbox One, Switch, PC*
Red Dead Redemption 2 (Rockstar Games - 2018) - *Localisation Associate Team Lead - PS4, Xbox One*
L.A. Noire Remastered (Rockstar Games - 2017) - *Localisation Associate Team Lead - PS4, Xbox One, Switch, PC, HTC Vive, Oculus Rift*
Grand Theft Auto Online (Rockstar Games - 2015 - 2018) - *Localisation Associate Team Lead - PS4, Xbox One, PS3, Xbox 360, PC*

Other

Vercingetorix (Nicolas Van Beveren - 2023) - Combat S*ound Design - Featurette*
DR-0NE (Black Edge Sound Studios/Dolby - 2022) - *Technical Audio Designer - Dolby Atmos Unreal Engine 4/Wwise showcase*
Lick Pick Kick (2021) - *Audio assets designing - VR Art Installation*
Unseeing Evil (2019) - *Location Sound Recordist, Sound Editor - Short Movie*
Sweet SFX (2019) - *Recording and editing of 11 car audio libraries - Sound libraries*
Romeo & Juliet, Sense & Sensibility (2017 - 2018) - *Sound Designer (audio assets creation and live audio playback) - Theatre play*
Designingsound.org (2016 - 2017) - *Editor (articles, interviews) - Website*

Experience

Soundcuts - Sound Designer - *January 2021 - Now*

- Creation of **audio assets**, **implementation, scripting** (**Wwise**, **Unreal Engine**), **music systems design, VO processing** and **mix**

Freelance - Sound Designer - *October 2013 - Now*

- Worked on **audio assets creation**, **implementation** (UE4 and Wwise), **music system design**, **VO processing** and **location recording**

Sounding Sweet - Sound Designer - *February 2019 - October 2020*

- Creation of **audio assets**, **implementation, scripting** (**Wwise**, **Unreal Engine**, **Unity**), **music systems design, Reaper scripts (Lua)** and **mix**
- Writing up **High Level Audio Design documentation** and **Reaper workflow documentation** files
- Taking part in **cars, weapons** and **VO recording sessions**

Rockstar Games - Localisation Associate Team Lead - *March 2015 - February 2019*

- Started as a French Localisation Tester before getting **promoted to a Lead position** in **February 2017**
- Responsible of **task management** and coordination of a **11-person team**
- Use of Rockstar Games proprietary tools for **debugging**, **localization** and **bug reporting** along with other tools such as **Jira**

Designingsound.org - Editor - *July 2016 - December 2017*

Feerik Games - Sound Design Internship - May 2012 - July 2012

Skills

Digital Audio Workstations & Plug-ins
Reaper, Cubase, Logic, Pro Tools
Soundtoys, FabFilter, RX, LeSound, Kontakt, Serum

Game audio / Game development / Programmation
Wwise, Unreal Engine/ Blueprints, Unity, Reascript (Lua),
C++, C#, Web languages (XHTML, PHP, CSS 3)

Miscellaneous software
Office suite, Perforce, GitHub,
SourceTree, Premiere Pro, Photoshop, Jira

Education

Audio Mentoring Project - Sound Design (Oct. 2017 – Feb. 2019)
Working with a mentor and other industry professionals to
improve my Sound Design and Implementation skills

Bachelor's Degree - Sound Design (2011 – 2013)
(ACFA Montpellier, FR)
Graduated with honours
Learned to record, edit & mix sound effects for games and films

Bachelor's Degree - Computer Science & Multimedia (2007 – 2010)
(University of La Rochelle & IUT Leonard de Vinci, FR)
Trained in Multimedia Design (Audio/Video/Pictures/Web)
Studied C++, Java and web programming (HTML, CSS and PHP)