Couchard Thomas
Technical Sound Designer

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Skills

Sound Design :

- Reaper
- ProTools
- Pure Data
- Max/Msp
- Adobe Audition
- Recording(studio/field)
- Waves/Izotope/GRM Tools/etc..

Sound Integration :

- Wwise
- Fmod
- C#
- UE4
- Unity

Others :

- PopcornFx
- FFmpeg
- Oculus tools
- Facebook360 tools for Reaper

Experience

- ***2014 - current : Sound Design/C# Programming/Pure Data/MaxMSP at Novelab***

  Many varied interactive or linear projects and more including :

  - **Notes On Blindness - VR Experience for GearVR/Android/iOS, Oculus**

    > Sound design (binaural) + integration using Wwise, C# (gameplay and tools programming) in Unity, VFX in PopcornFx, ports to Android/iOS/Oculus/Oculus Go/Oculus Quest.

  - **Umami - VR Experience for Oculus**

    > Sound design (binaural) + integration using Unity. Audio systems programmed using C#.

  - **-22.7C - VR Experience for Oculus**

    > System development and integration for «SubPack», a device making vibration depending on the low frequencies in sounds. Done using a patch Max/MSP linked to Unity via OSC.
    > Sound design on the prototype linear video for CNC funds (won).

  - **Sphere - VR Experience for Oculus**

    > Sound design (binaural) + integration using Unity for the first prototype. Audio systems programmed using C#.

  - **Unrest - VR Experience for Oculus**

    > Sound design (binaural) + integration using Unity

  - **Claude Monet The Water Lily Obsession - VR Experience for Vive + 360 video**

    > Sound design (binaural + ambisonic) + integration using UE4 for the VR experience.
    > Facebook350 tools in Reaper for the linear 360 video.

  - **StoryMaker - AR Experience Alpha for Android/iOS**

    > Sound design (binaural) + integration using Unity. Audio systems programmed using C#.

  - **Minuscule - AR Experience for Android/iOS**

    > Sound design (binaural) + integration using Unity. Audio systems programmed using C#.

- **Pierre Fabre - VR Experience for Oculus**
  > C# code using Unity

- **Merck Curiosity - Installation**
  > 7.1 sounds design for an installation related to the Merck corporation.

- **Sonotoolkit Circus - Max/MSP Patch.**
  > Created a Max/MSP patch for circus rehearsals and live performances. Gets the input from microphones on artists and pass them through an effect chain and a spatialisation tool.

- **Le Sound by AudioGaming - Audio Plugins**
  > Patching/Debugging in Pure Data. Most notably did the patch for the AudioSpace plugin.

- **Others :**
  > Basic sound design workshop for Master 2 students in Saint-Etienne. Creating audio asset and integrating them in Unity.

Award

● **2014 :**
  - G.A.N.G (Game Audio Network Guild) : Best student sound designer award.

Education

● **2014 :**
  - Master's degree in «Computer Music» at Saint-Etienne, France.
  - Conservatory Massenet : Electroacoustic with Diego Losa (GRM Composer/Sound Designer)

About me

● Languages : French (native), English (Toeic : 985)
● Guitar and drums player
● Owns a driving licence and a car
● 31 years old (25/09/1987)