

Thomas Couchard

Interactive Sound Designer - France

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Work Experience

Technical sound designer at **Novelab**

March 2015–Current



Experience :

Works on all audio aspects for very varied projects, from linear 360 videos to interactive experiences.

Notable projects : Notes On Blindness, Malfosse, Umami, Unrest.

Skills :

Sound recording - Sound design - Sound integration

- Recorded sounds (both field and studio recordings) for the various needs of the studio, including binaural recordings and ambisonic recordings.

- Designed sounds for the vast majority of the projects using Reaper with the previously mentioned recordings and/or popular commercial soundbanks such as "Boom", "SoundMorph", "Hiss and a Roar", and more.

- **Integrated sounds** in **Unity** using **C#** and **Wwise** as well as in **UE4** using **blueprints**. All the extra code needed when using C# or blueprints was done by myself.

Linear media - Teamwork - Autonomous work

- Worked on multiple 360 videos using FB360 tools and currently working on an audio story for Audible using DearVR.

- Used to work with a small team or remote contributors while managing all of the audio process with little to no supervision.

Sound design intern at AudioGaming

Sept - December 2014



NATURAL BORN INTERACTIVE

Experience :

Sound Design for Parrot drones and prototyping for future plug-ins using Pure Data, in particular: AudioSpace.

Skills :

During this internship I learned how to create sounds based on a guideline (each Parrot drones needed to have a distinct trait) with very limited freedom (the sounds had to be in 8k sample rate and had a fixed duration).

I also helped prototyping for procedural audio plug-ins using Pure Data. These plug-ins are sold under the brand "LeSound".

SOFTWARE SKILLS

Reaper

Pro Tools

Wwise

Fmod

Unity

UE4

Max/MSP

Pure Data

C#

C++ (basics)

Git/SourceTree

Perforce

Native Instruments

SoundToys

iZotope

FabFilters

Facebook360

DearVR

The Ambisonic Toolkit

PopcornFx

LANGUAGES

French (Native)

English (TOEIC 985)

HOBBIES

Guitar

Drums

Metal music

Concerts

Movies

TV Shows

Award

◉ G.A.N.G (Game Audio Network Guild) :

Student/Apprentiice Award - Sound Design (2014)

The title of the page is misleading (the right year is inside the page) :

<https://www.audiogang.org/awards/2015-awards/>

Education

◉ Master's degree (2014) :

Master RIM (Réalisateur en Informatique Musicale - Computer music) at Jean Monnet - Saint-Etienne.

Skills :

- Max/MSP and Pure Data. (DSP)
- Audio Post Production.
- Basics in acoustics.
- Basics in C.

◉ Conservatory Jean Monnet:

Advanced cycle in electroacoustic music and sound design.

Skills :

- Sound Design
- Sound recording
- Electroacoustic music composition

Certificates

◉ Followed the UdeMy classes :

- [Unreal Engine 4 : Character Skill System](#) | **25.5 hours**
Class on UE4 using the blueprint system to create a skill system (selecting, collecting, using)
- [Unreal Engine 4 : Ability System using C++](#) | **13.5 hours**
Class on UE4 using the blueprint system and C++ to implement the ability system used by Epic Games in Paragon.
- [Git from Beginner to Expert \(french\)](#) | **3.5 hours**
Class about git and github using command lines.