Julien BOURGEOIS
Game Audio Designer

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Diplomas

AEC Sound design for video games
2021-2022 / Cegep du vieux Montreal

One year full time college program taught by senior sound designers from Ubisoft Montreal, Eidos Montreal, EA Motive and Montreal Independant studios.

- Production environment
- Game documentation and moodboards
- Sound design and field recording
- Design and integration of audio systems
- Profiling and testing
- Interactive mixing

Certificates

Max MSP Programming Course: Structuring Interactive Software for Digital Arts
2024 (ongoing) / Stanford University Online

UE5: Blueprint scripting 101
2023 / Udemy

Wwise 301 Certification
2022 / Audiokinetic

Technical skills

Softwares

Interactive audio
- Reaper, Nuendo, Ableton live
- Wwise, FMOD
- Unreal Engine, Blueprints
- Unity, C#

Other
- Jira, Confluence, HelixIM
- Perforce, Plastic, Github

Home office set up

- Ryzen 7 3800x 8-core 3.9Ghz
- 64G DDR4 3200
- Nvidia GeForce RTX 4070 ti
- Internet: down 200Mbps / up 30Mbps
- Stereo speakers: Presonus R65 v2
- Headphones: Beiyerdynamics DT770 pro
- Interface: Motu M2
- Recorder: Zoom H2n
- Microphones: Zoom H3VR, LOM Elektrousi

Work Experience

jan 2023 - jan 2024
Sound Designer - Archiact Interactive, Vancouver
Permanent, Full time, 1 year

Journey to Foundation is a VR sci-fi narrative adventure based on Isaac Asimov's literary saga. The game was made in Unreal and Wwise and released on PSVR2 and MetaQuest.

- Weapon system
- NPC navigation system
- Level sequences
- Wwise spatial audio geometry and ambiences
- Various custom blueprints systems

Work Experience

Apr 2022 - Jun 022
Sound Designer - Pixel Audio, Montreal
Contractor, Full time, 3 months

Post production for VR videos.

- Cleaning and editing of the dialogues
- Creation of audio content
- Ambisonic mix

Aug 2020 - Aug 2021
FQA tester, PTW, Montreal
Permanent, Full time, 1 year

QA testing for **NBA2K21** and **Godfall**.

- Multi-platforms testing
- Bug reports
- Performance testing
- Creation of test plans

Projects

Mar 2022 - Sept 2022
Spirit's Creek - PC - Steam - Unity/Wwise/Perforce

School project involving 50 students from 4 departments.

- Composition
- Music system

Jul 2019 - 2024 (ongoing)
Skyrunner - PC - Steam - Unreal/Wwise/Perforce

Unreleased Indie PC game

- Audio: Sound design, integration, composition
- Engineering: Menus, save system, top score system
- Other: Framework set up, Source Control administration, QA, Production, Web Design

Sep 2011 - Sep 2014
Stroll Around The Groove

Radio Show - CJLO 1690AM

- Live Hosting and djing
- Audio technique for live broadcast of music bands (mic setup, protools session and console)

Languages

French (native)
English (fluent)

References

Aleksander Zecevic
Audio Director at Archiact Interactive

Vincent Dargis
Senior Sound Designer at Eidos Montreal

Ibragim Dibirov
Lqa Engineer at Workday