

Anize AMESTOY

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[Linkedin](#) / [Portfolio](#)

12 passage des Graves, 33000 Bordeaux

SOUND DESIGNER - COMPOSER

SKILLS

Video Games	Radio	TV / Short movies
<ul style="list-style-type: none">. Sound Design. Musical Composition. Integration	<ul style="list-style-type: none">. Recording. Live mixing. Program production. Sound editing. Mixing	<ul style="list-style-type: none">. Boom operator. Shooting. Audio/video editing. Mixing. Jingle / OST composing

WORK EXPERIENCE

Freelance Sound designer, april 2018 – still working

Sound designer and composer

Tools : Nuendo, Wwise, Fmod, Unity

Ubisoft – Video game developer/publisher (Paris) from march 2018 to march 2020

Sound designer for Mario + Rabbids: Kingdom Battle - Donkey Kong Adventure, Ghost Recon Breackpoint and Watch dogs Legion.

Tools : Nuendo, Wwise, Snowdrop, Disrupt, Perforce, Jira

Dreamtronic – video game studio (Angoulême) july/august 2017 – **Internship**

Sound designer and composer for touch pad multiplayer games (Buffalo Grill, Casino Partouche...)

Aldudarrak Bideo - Kanaldude, Audio-visual production company / Web TV (Bidarray, France) – Sound editor

Employee (2015 - 2016), intern (2014-2015). Recording, composing, mixing, video editing, shooting.

Tools: Adobe Premiere CC, Adobe Audition CC, Final cut Pro 7 / X, Live Ableton 9

. **Music composer** for the documentary Mugak Zubi

. **Boom operator** for the documentary about the shooting of the movie Non (Le Petit théâtre de Pain)

. **Jingle music and sound design**, for different tv shows

. **Sound technician** for recording of symphonic orchestra

Near FM, community radio/tv (Dublin, Ireland), 6 month - oct 2013 to april 2014

Broadcast technician, outside broadcast, in charge of sound recording for the tv crew, nighttime broadcast programming, podcast, program editing and mixing, new volunteer training.

Tools: Adobe Audition, WordPress (program podcasting)

Shipped games:

- **Pile Up - Box by Box** 2021 (Sound design and music)
- **Watch Dogs: Legion** 2020 (Sound design, debugging, mixing)
- **Ghost Recon: Breakpoint** 2019 (Main game and Episode 1 weapon sound design)
- **Mario Rabbids Kingdom Battle – Donkey Kong Adventure DLC** 2018 (sound design and debugging)

Volunteering:

- **Sound designing** for TimeSplitters fan remake (TimeSplitters Rewind)
- **Sound designing** for Mount & Blade: Bannerlord's new mod (Sword & Musket)
- **Concert organizing and voicing – Ttattola concert hall (Hasparren, France)**
- **Sound recording, editing and mixing for short movies**
- **Music recording :**
 - . Studio recording for many bands
 - . Recording of an organ in a church
 - . Recording of different instruments in a cave
- **Musician for several dance group** (guitar, electronic music)

EDUCATION

- 2016 – 2018 : **Video games and interactive media Master degree – Sound design** (ENJMIN – Angoulême, France)
- Dec 2015 et jan 2016 : Interactive sound design certificate (ENJMIN)
- 2014 – 2015 : **Audio-visual bachelor's degree**, sound design (Angoulême, France)
- 2013 – 2014 : Complementary international training degree (Bordeaux, France)
- 2011 – 2013 : **Audio-visual technology degree - Sound** (Biarritz, France)

MISCELLANEOUS

- Languages: **Bilingual**, French and Basque – English and Spanish (working proficiency)
- Music: solo and band guitar, bass and percussion player(traditional, pop-folk, punk, metal, electro-core), Computer music, **composing and arranging**.
- Travelling: 2009, Marocco (Ouarzazate), 3 week intercultural exchange; 2010 Utah (Salt Lake City), 2 week performing as musician of a Basque dance group; Ireland (work experience in radio Near fm).
- Sport: Basketball (5 years practice), martial arts (Yoseikan Budo, Kung Fu, Systema), boardsports (longboard, freeboard, bodyboard), climbing, paragliding (recently started).