

TERRY PEREZ GERVAIS

GAME SOUND DESIGNER

PROFILE

Passionate about audio creation and interactivity,
I've experiences in indie & AAA studios.

SKILLS

DAW :

Reaper | ProTools

Audio Middleware :


Wwise | Fmod

Game Engine :

Unity | Unreal

CONTACTS

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 [/terryperezgervais](#)

Portfolio

LANGUAGES

French (Native)
English

EXPERIENCES

ARTIFICE STUDIO MONTREAL

APRIL 2023 - PRESENT

- Legends Of The Round Table - PC
 - Audio design & integration in Wwise & Unity
 - Music mix & design
 - VO

UBISOFT PARIS MOBILE

MARCH 2021 - MARCH 2023

- Unannounced Project
- Mighty Quest Rogue Palace - IOS/Android
 - Hero audio design
- Survivors Wild Arena - IOS/Android
 - Interactive audio creation (SFX, VO, environment)
 - Audio integration in Wwise & Unity
 - Music design & collaboration with composer

MIDGAR STUDIO

JUNE 2020 - SEPTEMBER 2020

- Edge Of Eternity - PC/PS5/Xbox/Switch
 - Cinematic audio edition
 - Audio creation (SFX, Environment)
 - Audio integration in Unity

EDUCATIONS

MASTER DEGREE SOUND DESIGN FOR VIDEO GAMES

CNAM-ENJMIN, Angoulême, France 2019 - 2021

- Video games student projects
- Wwise & Fmod audio system
- Audio Implementation in Unreal & Unity game engine
- Perforce - Git versioning
- Basics of programming

SOUND DESIGN FOR VIDEO GAMES

ISTDS, Montreal, QC 2018 - 2019

- Sound design creation
- Wwise system
- Audio Implementation in Unreal & Unity game engine