



GILLES PAREZ

AUDIO ENGINEER

PROFILE

Aspiring **Technical Sound Designer** specializing in **Wwise integration**. An academic background within **DAE Howest**. Described by colleagues and friends as a **dependable, helpful** and **innovative** person. Experienced in large scale event organization, showing a strong understanding of soft skills, primarily strong communication.

Contributions to **game-jams** and **group projects** have shown capabilities in the realms of **problem solving, adaptability** and **creativity** not only when it comes to audio but design in general.

PROJECT EXPERIENCE

- In all these projects I **edited, mixed** and **mastered** using **reaper**
- **Drunk rush! - group project**
Reaper - Unreal 5 Metasound
 - Limited time project working as a team of 5, as a sound designer this taught me how to **adapt** in the early stages of a project and good communication to **lead** a project to a good end.
 - In this project I got experienced using **Metasound** and **version control** in this case performe
- **Cropout - solo project**
Unreal 5 - Wwise integration
 - Integrating Wwise events in an unreal **blueprint codebase**
 - What I learned most about this project was **managing** my **time** and making my own **planning** for the task list I made for myself.
- **John lemon's ghoshouse - solo project**
Unity - in-engine integration
 - In this project I was given the project without any audio, it taught me how to read other people's code and work in that code.
 - This gave me a great understanding of **C#** in **unity**
- **In silent Leaps - group project**
Unity - FMOD integration
 - I had influence over the design elements and code architecture in this project giving me a more in-depth understanding of **C#** in **unity**
 - **FMOD** was new to me and I've self-studied it to work on this project to great succes. Connecting it to **source control** as well.

SKILLS

- Recording
- Sound editing
- Implementation in-engine
- Implementation middleware
- Mixing
- Mastering
- Bus routing
- Programming

SOFTWARE

- Reaper
- Nuendo (Cubase)
- Wwise
- FMOD
- Unity
- Unreal engine 4&5

CONTACT

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EDUCATION

2020 - 2024

HOWEST KORTRIJK

- DAE - Game sound implementation major

2012-2019

KTA BRUGES

- technical degree in printing and media design

LANGUAGES

- Dutch - Native
- English - Fluent
- French - Intermediate

ORGANIZATIONS

I am proud to say I'm part of:

- **LOL DAE:** a student club organizing small events
- **LANd Beyond:** small team that organizes LAN parties for howest up to 350 people. This experience taught me all kinds of **soft skills**:
 - Teamwork
 - Communication
 - Stress management
 - Presentations
 - Problem solving
 - Adaptability
 - Critical thinking