

FRANCIS GALVANE

Sound Designer / Game Audio

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Wwise • FMOD • Unreal Engine • Unity

PROFILE

Sound designer focused on interactive audio and middleware integration, with experience across multiple student game projects (PC, mobile, VR).

KEY SKILLS

Sound Design: Recording, editing, cleanup, SFX, UI, GPE, voice, foley, ambiances, audio asset preparation and delivery.

Interactive Audio: Audio hierarchy and clarity, Events, States, RTPC, bus management, ducking, real-time mix.

Tools & Engines: Wwise, FMOD, Unreal Engine, Unity, Reaper, audio plugins, Git (basics).

GAME AUDIO EXPERIENCE

Sound Designer – Game Projects (Student)

Ring of Harmony (VR – Unreal / Wwise): Creation of SFX and gameplay assets, voice recording, editing and implementation, Wwise audio integration, work on spatialization and ambisonics.

Rubber (PC – Racing Game): Creation of SFX, GPE and UI assets, focus on player feedback and audio clarity.

Alien Escape (Unreal Engine): Creation of SFX and gameplay assets, audio integration using Unreal Engine 5 (MetaSounds).

Coulisses / Space Battle Arena / BasHautBab (Unity & Unreal): Creation of SFX, ambiances and music, audio integration and iteration with development teams.

PROFESSIONAL AUDIO EXPERIENCE

Audio Editor – *Eins A Medien GmbH* (Freelance) | June–August 2023 Audio editing and cleanup (audiobooks), re-recording, quality control and final delivery.

Sound Designer – *LudoTech France* (Internship) | September–December 2023

Sound and music asset creation for a hybrid board game, audio integration in Unity, collaboration with the development team.

EDUCATION

Sound Design for Video Games – Slope Audio Training, Montpellier | 2026–2027

Sound Design for Video Games – Audioworkshop, Montpellier

Musicology, 2 years completed, Université de Lorraine, Nancy

French Baccalauréat – Scientific Track, Physics specialization, Annecy

OTHER EXPERIENCE

Additional fixed-term and permanent contracts demonstrating reliability, responsibility and teamwork.