



Tanguy Bruschi

Sound Designer

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I have a strong interest in **accessibility**, **interactive audio system**, **technical exploration** and **in-engine integration**.

I **work closely** with designers, artists and programmers to build **optimized audio systems** that support **immersion and inclusivity**. I'm looking for a **junior position** !



My portfolio

Experiences

Freelance - Intermittent du spectacle (2022-)

- **Lead** voice recording sessions as a **lead sound engineer**
- **Design** and **mix sound** for **short animated films**
- **Work as a sound designer** on indie video games
- Pursue studies in **piano** and **music theory**

Sound Designer Assistant at Ubisoft Paris (2026)

Unannounced AAA project - 6 months internship

- **Designed** sound assets for weapons, props and Foley
- **Integrated audio** in **Wwise** and in **proprietary engine**
- **Debugged replication issues** using proprietary tools
- **Collaborated** with an audio team of **20+ members**
- **Designed** and integrated **contextual voice effects**

Sound Engineer at Time-Line Factory (2021-2022)

1 year apprenticeship

- Recorded and mixed **dubbing sessions** and **ads**
- Recorded and mixed **voice-over projects**
- Designed and mixed sound for **ads and animated films**
- **Collaborated** closely with directors, actors and clients

Sound Editor & Assistant at Dinosaures Sarl (2021)

3 months internship

- **Edited** sound for **short-film** post-production
- **Recorded interviews** and assisted with **stage setup**
- **Prepared and set up** production **sound equipment**

Education

CNAM ENJMIN (2024-2026)

→ Master's degree in **Sound Design**



INA (2021-2022)

→ Professional Bachelor's in **Sound Engineering**



Lycée Carnot (2019-2021)

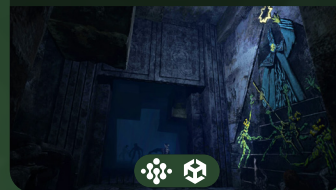
→ Higher National Diploma in **Audiovisual Sound**



Recent projects

FORLORN

VR Horror game



YUREI

Narrative game in a manga



A New MACHINIST

Alternative controller video game



ZAP FROM BEYOND

Experimental video game



Skills

Videogames

- **Sound design** and original **music composition**
- Audio integration with **Wwise** and **FMOD**
- Audio programming in **Lua**, **Python**, **C#**, **Meta-sound** and **Blueprint**
- **Version control** with **Git** and **Perforce**
- Game Development with **Unity** and **Unreal**
- **Multichannel** recording and **mixing**
- **Localization setup** and voice asset **integration**
- **Task estimation**, collaboration and rigour



Cinema

- **Dubbing**, Voice recording and mixing
- **Sound editing** for fiction and documentary
- Recording with **ProTools**, **Nuendo**, **Reaper**
- **Sound design** for **animation** and live-action



Interests



Game & tool development



Bouldering
Mainly indoor



Piano and guitar
Conservatory / Band



Computer-assisted music
From orchestral to weird glitchy sounds



Literature
Robin Hobb, Michael McDowell



Graphic design
Check out my website !

French - Native

English - C1

German - B2