

KRISTOFF PAQUET

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 audiosummoners.com/portfolio

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PROFILE

Based in Halifax, Nova Scotia, with 7 years experience in various aspects of hardware and software dedicated to game design and technical audio. With extensive knowledge of audio structures such as occlusion, 3D audio, and dynamic reverb, I strive to always tackle complex technical challenges while creatively innovating. I'm passionate about working with a team to achieve the best possible results, being a bridge between design, engines, and systems.

EDUCATION

University of Montreal
Montreal, Quebec
Bachelor of Digital Music
2017

Cegep Bois-De-Boulogne
Montreal, Quebec
DEC in Social Sciences
2014

College Mont-Saint-Louis
Montreal, Quebec
2012

SKILLS

Wwise Audio Engine

Game Engines (UE4/5, Anvil)

Foley Recording

Voice Design & Recording

DAWs (Reaper, Pro Tools)

Audio Systems Design

Project Management (Jira, Confluence)

Collaboration & Creative Thinking

Effective Communication

Timeline Optimization

Attention to Detail

Collaborative Leadership

Fluent in French

EXPERIENCE

SENIOR AUDIO DESIGNER

Ubisoft | Montreal, Quebec | 2022 - Present

Lead role and reference audio person, assuming the title of interim Director. This included decision-making for the whole project, design ideas and subsequent implementation, as well as working closely with other departments. Additional management of the audio team, deliverables and optimizations. Major accomplishments include:

- Training of multiple experienced and new audio & voice designers in project onboarding.
- Management and implementation of on-time delivery for complex new game modes & character assets despite a tight deadline and skeleton crew.

AUDIO DESIGNER

Ubisoft | Montreal, Quebec | 2017 - 2022

Use of multiple proprietary and industry standard tools for recording, design and implementation of audio assets. Experience in both voice and sound design pipelines, such as directing a recording session and designing complex systems. Experience in working on a live AAA project while also taking part in production of assets, tech and documentation. Major accomplishments include:

- Proposal & solo implementation of a new ONO (voice) system that saved 90% of production time
- Transitioned from dev tester to designer level 3 in less than 4 years

AUDIO ENGINEER

Audio Summoners | Montreal, Quebec | 2018 - Present

Self launched label that produces a variety of professional sounds. In charge of recording, cleaning, designing and mixing every asset included.