

# Matthieu Rauber

## Sound Designer

### Profile

I have been passionate about sound and gaming since I was a child, and I would like to continue my journey as part of a team. Creating worlds in long-term projects has always been my dream 🎵

### Skills

Curious, optimistic  
Patience, adaptability  
Ease of oral  
Interpersonal skills  
Fluent English and French

### Contact Detail

✉ matthieurauber@gmail.com  
🌐 [matthieurauber.com](http://matthieurauber.com)  
🐦 @matthieublavage

### Experiences

- Sound Designer @Ubisoft (two years)

Unannounced Project • 2023

Notre Dame brûle [VR] • 2022

- QA Audio @Demute (8 months)

Ary and the secret of seasons • 2021

- Sound Designer @BiggerInside (9 months)

Protocol 223 [VR] • 2020

- Sound Design teacher since 2022
- Freelance Sound Designer since February 2021
- Radio engineer [9-months] • 2021



UBISOFT

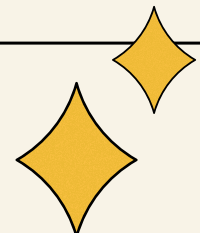
demute



BIGGER  
INSIDE

### Games that I like

- No Man's Sky
- Path of Exile
- Risk of Rain 2
- Eve Online
- League of Legends



### Training

Sound Designer  
Bachelor's Degree  
Acfa / 2019

Musicology Degree  
Paul Valery / 2017

### Softwares

