



ROUSSIN MICKAEL

Sound Designer



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With over six years of experience in various areas of the video game industry, including numerous projects and game jams, I have a particular focus on sound—a field that fascinates me and in which I have developed my professional skills—with the goal of fully exploring its creative and technical potential.

Education

● Slope

2025 - On-going

- Metasound
- Wwise
- Unity
- Unreal Engine
- reaper
- pro tools
- C#, Blueprint

● ETPA

2022 - 2025

- Unreal Engine
- Unity
- programming
- game design
- drawing
- animation
- 3D modeling

Skills

- Sound design for film and television.
- Interactive sound design.
- Music composition.
- Project management.
- 3D modeling and animation.
- 2D illustration and animation.
- Game and level design.
- C# and Blueprint programming.

Hobbies

- Organizing and running game jams
- Multi-instrumentalist (piano, drums, guitar)
- Game master for role-playing games

Languages

- French (native language)
- English (business)

Experience/Projects

● Sound Design - Projects

2025 (on-going)

- Creation and integration of a variety of sound assets (UI, Foley, SFX, ambient sounds).
- Creation of a comprehensive and well-documented art direction guide.
 - Arboreal Hotel
 - Fuck This Job
 - Zeyn' Builders
 - Echo



● 10+ Game Jams

2020 - on-going

- As a sound designer, composer, game designer, and 3D artist.
 - Ichorous, 1st place out of 386.
 - Dungeon², 6th place out of 164.
 - 99.9%
 - Too Many Snakes

● Sound design, Music composition, Game design, and project management - Stackhead

2024 - 2025

- Sound design and native Unreal Engine integration.
- Music composition and integration.
- Team management, meetings, and milestones.
- Creation of a comprehensive and clear Game Design Document to facilitate collaboration among different teams



● Complete development of a video game - Ace Dream

2022 - 2023

- Programming of movements, enemies, and gameplay in C# using Unity.
- Complete 2D design and animations.

