

**Marie MULLER**  
Paris, FRANCE

**Freelance VR & game senior sound designer**  
**Author-composer**

**E-mail:** marie.muller57@gmail.com

**Nationality:** French

**Portfolio:** [www.marie-muller.com](http://www.marie-muller.com)  
(optimized navigation on Firefox and Google Chrome)

## PROFILE

*Graduated from a Master degree in video games major in sound design in 2011, I currently work as a freelance audio designer on video games and VR projects (audio creation, design and integration) and as an artist designing interactive 3D soundscapes.*

*Mature, curious, tenacious, serious but also creative, enthusiastic and a good listener, I am always looking for creating the best audio experience suited to the project while enriching it with artistic aspects to awake the player's senses through deeper interpretations.*

## SKILLS

**Softwares**      **DAWs:** Reaper, Pro Tools, Nuendo  
                      **Audio engines:** Wwise, FMOD Studio  
                      **Game engines:** Unity, Unreal Engine

**Studio**            Good knowledge of studio equipment  
                      Studio and field recordings with dynamic, static and ambisonic techniques

**English**         Fluent

## EXPERIENCES

**2023**             **Solo Sound Designer** at **Mira:** design, creation and audio integration on Unreal Engine: *Tour Eiffel Effect, Iberdrola, The Canopy Project - NatureVerse and Capsum*

**2022-2023**      **Solo Sound Designer** at **VRtuoz** - in partnership with **IRCAM:** design, creation and audio integration on Wwise and Unity

**2021**             **Solo Sound Designer** on *Lady Sapiens*, a 360 movie (**Lucid Realities**): design, creation and audio integration with Facebook 360 Spatial Workstation

**2019-2020**      **Solo Sound Designer** on *Lady Sapiens, The Virtual Reality Experience* at **Ubisoft Paris** and **Lucid Realities:** design, creation and audio integration in Unity

**2017**             **Solo Sound Designer** on *The Enemy*, from Karim Ben Khelifa (**MIT, Emissive, Camera Lucida**): design, creation and audio integration in Unity

**2016 (6 months)** **Sound Designer** at **Ubisoft, Paris:** design, creation and audio integration of ambiances on Wwise and Snowdrop Engine (*Rabbids* team)

**2016-2011**      **Freelance Solo Sound Designer** on several video games and interactive projects: **Neko Entertainment** (*The Mysterious Cities of Gold: Secret Paths, Paddington Adventures in London, Cocoto Magic Circus 2*), **Eko Software** (*Bella Sara 1 et 2, How To Survive, Best Of Arcade Games*), **Blue Frog Robotics** (**BUDDY**, Emotional Robot), **Chocolapps** and **Royal Cactus:** design and audio creation

**2015 and 2014**   **Artist-researcher residency** at **Locus Sonus** lab, Aix-en-Provence, France: design of my interactive audio installation, *Mapping the Iceberg*, shown during **Symposiums #8, #9** and **Audio-Mobile Fest 2015** at Fondation Vasarely, Aix-en-Provence

**2015**             **Publication** of my research paper about *Mapping the Iceberg's* installation in **Wi Journal of Mobile Media** (*Audio Mobility* special edition)

**2014**             **Nuit Blanche**, special event with Mixage Fou showing *Mapping the Iceberg* at Gymnase Marcel Cerdan, Paris

**2012**             **Halldorophone solo music performance** (a musical instrument designed by Halldór Úlfarsson) during *Horizonic's* exhibition opening, Art School of Caen/Cherbourg

- 2011** (6 months) **Master 2 ENJMIN** internship, **solo Sound Designer** at **Neko Entertainment**:  
*Alexandra Ledermann 3DS* and *Cocoto Alien Brick Breaker*: design, creation and audio integration in FMOD Designer
- 2010** (3 months) **Master 1 ENJMIN** internship, **solo Sound Designer** at **LIMSI-CNRS** (Paris) on NAVIG project: audio researches and creation on an augmented reality system based on 3D sound and sonification to provide navigation assistance for visually impaired users
- 2009** **Soundings collective exhibition** showing my installation *There's no place like home* at Museum of Contemporary Art, Roskilde, Denmark

## GAME SOUND DESIGN LECTURES AND WORKSHOPS

Design, creation and audio integration in **Reaper**, **Wwise**, **FMOD Studio**, **Unity** and **Unreal Engine**:

- Since **2024** **Wwise 101 & 110 Certification instructor**, apaxxdesigns, training centre at **EICAR**, Paris
- Since **2023** **ICAN** (Mastère Game Design), Paris
- Since **2022** Bachelor's degree in Études visuelles, médias et arts numériques at **Université G. Eiffel**, Noisy-le-Grand
- Since **2020** Regular lectures at **Gobelins** l'école de l'image, at **École Supérieure des Métiers de l'Image, du Son et de la Création 2D-3D** and at **e-artsup**, Paris
- 2017-2022** 3-year sound engineer Degree at **ISTS, ESRA**, Paris: 3rd year's referent professor major in **game sound design**
- Since **2016** Audio Bachelor of Applied Science, **SAE Institute**, Paris
- 2016-2021** Video Game Art Master, **Autograf**, Paris
- Since **2011** Professional Bachelor's degree in Level Design/Game Design, **Université Paris 13**

## SPECIALIZED AND UPDATED EDUCATION

- 2022** (35h) **Field Recording workshop**, Phonurgia Nova (Félix Blume), Arles
- 2022** (49h) **Nouvelles fictions sonores: Radio Live workshop**, Phonurgia Nova (Collectif Wow !), Dinard
- 2021** (28h) **L'art du mixage workshop**, Phonurgia Nova (Jules Wysocki), Paris
- 2021** (35h) **Enregistrer le paysage workshop** with Phonurgia Nova (Marc Namblard), Saxon-Sion
- 2021** (35h) **Field recording et sound art workshop** with Phonurgia Nova (Gilles Aubry), Dinard
- 2020** (49h) **Documentaire sonore de création workshop** with Phonurgia Nova (Benoît Bories), Arles
- 2019** **Certified Wwise Instructor (Wwise-135 certification)** for training on Wwise 101 & 110 fundamentals certifications
- 2009-2011** **Master's degree in Video Games (major in Sound Design)** at ENJMIN, The Graduate School of Games and Interactive Media, Angoulême, France
- 2009** **Master's degree in Fine Arts** at Malmö Art Academy, Sweden, in partnership with *Nordic Sound Art Programme*

## ERASMUS EXCHANGE PROGRAM

- 2007** (6 months) Academy of Fine Arts in Helsinki, "Time and Space" department, Finland

## BASIC AND MUSICAL TRAINING

- 2011-2016** **Municipal Conservatory of Music** in Maisons-Laffitte, France, **Celtic harp**
- 2007** **DNSEP** (Diplôme National Supérieur d'Expression Plastique), 5-year degree major in Art, École Supérieure d'Art de Lorraine, Metz, France
- 2004** **Bachelor's degree in Fine Arts**, Université de Lorraine, Metz, France
- 1991-2000** **Municipal Conservatory of Music** in Sarreguemines, France, **clarinet**

## INTERESTS

*Video games, music, films, contemporary dance, literature, world's discovering*