

Steven Hernandez - Sound Designer

8354 Saint-gerard  
Montréal, QC  
H2P 2C9, Canada  
Cell : 514-560-7527

stevenhernandez123@yahoo.fr

Demo : [www.theaudiofreak.com](http://www.theaudiofreak.com)

Spoken and written languages : French and English  
Work Status : Employed at Ubisoft Montreal and Canadian Citizenship.

**Work Objective :**

To work in a dynamic environment where my skills can contribute to the game and company's success, while expanding my knowledge and ability.

Qualities : Team spirit, creative person, self-motivated, meet deadlines and is punctual.

**EDUCATION :**

- *AEC in Sound design & Sound recording* 2007

School: Recording arts Canada (RAC), Montréal, Canada.  
Diploma : AEC (attestation d'études collégiales).  
Program : Sound design & Recording techniques.

- *Audio Engineering & Music production* 2004-2006

School : EICAR (Ecole Internationale de Création Audiovisuelle & Réalisation), Paris, France.

- *Media studies (TV & Film)* 2001-2002

School : Oxford College of further education, Oxford, England.  
Diploma : BTEC national diploma in media production.  
Program : Video & sound.

- *Baccalauréat Littéraire Français* 1998-2001  
(Equivalent of the « diplôme d'Études Secondaires »)

School : Lycée René Cassin, Bayonne, France.

## **TECHNICAL KNOWLEDGE :**

Pro Tools, Ableton, Soundforge/Adobe Audition & a variety of Audio plugins (Waves, Native Instruments, etc).

### Specialties :

- **Sound Design and Audio integration for games.**
- **Sound Editing.**
- **Foley recording/Sound Mixing/Mastering.**
- **Music Production.**

### Additional knowledge :

- **Data management softwares : perforce/jira.**
- **Game and sound Engines : DWCC (Funcom Dreamworld Engine), Anvil, Dunia, UbiArt, Fmod and Wwise.**
- **Programming/3D softwares (sound scripting) : Basic Lua integration knowledge.**

Good knowledge of both Mac & Windows Platforms.

## **WORK EXPERIENCE :**

**Sound Designer**  
at Ubisoft, Montréal

Since *June 2012*

### Current project : Watchdogs Franchise

Tasks : Technical sound integration and sound design on expansion packs.

### Credits : Watchdogs 2

Tasks : Technical sound integration and sound design (Foley, Breakables and Mission Sound Design).

### Credits : Audio Designer on the game 'Rainbow 6 - Siege' (2015)

Tasks : In charge of the full navigation of the game (supervising Foley and integration in wwise) and designing/integrating ambiances for maps.

### Credits : Assassin's Creed Unity (2014)

Tasks : Support for the Ai voice pipeline (npc reaction system) and help on the debug phase for Scripted dialog and Ai. I also contributed to the SFX integration on fight system.

### Credits : Child Of light (2014)

- Tasks : VO management and integration, sound design for creatures, magic, ambiances and integration via Wwise and the proprietary engine UbiArt (Rayman's Engine).

### Credits : - Assassin Creed IV Black Flag (2013), Assassin's creed III (2012).

- Tasks: Management, recording and integration of the VOs for the whole scripted part of the game (including cinematics), integration via Wwise and proprietary engine Anvil.

**Teacher at ISTDS (www.istds.ca)**

*Since November 2011*

- Teaching in a Audio school specialized in sound for video games, my program is based on sound design for interactive games and integration exercises via Wwise audio middleware.

**Sound Designer**

*November 2010 - June 2012*

Funcom Games Canada

Tasks : Creating sounds for creatures and responsible of all the magic in the game regarding sound creation and integration via a proprietary engine called 'Dreamworld center'

Credits : AAA MMO game «The secret World » published by EA

Tasks : Sound Design and integration on 2 casual games released by Funcom.

Credits : Fashion Week live (2011) and My Kingdom (2012).

**Freelance Years**

*2008-2010*

- Working on multiple projects as a freelancer for different companies based in Montreal. I worked on different mandates from **Audio mixing** to **Sound Design**.

Clients I worked for : RDS, Radio-Canada, Studio Interlok, productions de la ruelle, Historia TV, Productions Maj, Agence tuxedo, Audiozone, etc.

Projects I worked on :

- Légendes urbaines TV Shows (Z tété) - Sound editing/Sound Design.
- Sports Events Audio Mixing (RDS) such as US open, Golf, Us football, Soccer Barclay cup, ...
- Radio Mixing for Live shows (RCI department at Radio-Canada)
- Comment ca marche (Z télé and Discovery channel US) - Audio Mixing and Sound Design
- L'Oreal web campaign - Music Composing for small internet capsules.
- J'ai la memoire qui tourne (Historia TV) - Sound design for capsules.
- And More....

**Internship in sound restoration**

*Summer 2005*

Studio DIAPASON, Epinay-sur-Seine (near Paris), France.

**ADDITIONAL EXPERIENCE :**

- 2 Ep released : the latest called 'Lips Move' in June 2016 on the french label 'Cascade records' under the name 'Ghostnaut' featuring an ex-DMC champion on turntables.

More info here : <http://cascaderecords.fr/discography/ghostnaut-lips-move/>

- Experienced piano player (jazz and soul standards), intermediate drummer and scratch Djing.

**HOBBIES :**

- Cinema, playing games and producing music (Neo Soul, Hip Hop known as 'Ghostnaut').
- Sports: Surf, Rugby and Swimming.

Other info : I am trained and certified as a first aider