Valentin Cochet

Sound Designer

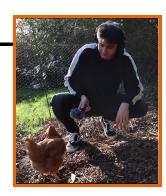
Skills

Experiences

Valentin Cochet

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- \bullet Reaper / Live 10 / Pro Tools Post production, sound design, stereo and surround mixing, recording, music mixing
- Wwise / Fmod 101, 201, 251 and 301 lessons
- Unity / Unreal Engine Certified formation on Skilleos
- C# Audio integration Scripting for Wwise / Fmod
- iZotope RX Isolate, repair, clean up of audio clips
- Audio recording Experience as a boom mic operator, field recording.
- Resolve Video editing
- Windows / Mac OS

Sound Designer/Freelance

July 2022 - Present, Rennes

Worked on a variety of projects from video games, short films, advertisements and podcasts.

ProSpec/Stage Technician

April 2019 - April 2020, Montréal

Installation of audiovisual equipment, scenographic assembly for events such as: PY1 with Lune Rouge, Illumi with Cavalia, Dreamhack Montreal 2019 at the Olympic Stadium etc..

Internship/Boom Mic Operator

September 2019 - December 2019, Montréal

Sound recording experience during two short films I attended with the artist agency Stephane Belugou

Internship/Live Sofar

October 2018. Montreal

Live Sofar internship: assembly / disassembly of a stage and all of the audio equipments required for the show, Live mixing

Education

Musitechnic

2017 - 2018, Montreal

Graduated with distinction - Audio and musical production formation