



PROFIL

With more than 10 years in the industry, I love leading teams and collaborating with others as much as designing soundscapes, systems, and processes to bring a strong creative vision to every project.

CONTACT



y.tassinSD@gmail.com



SOFTWARE SKILLS

ENGINES

Unreal Engine
Unity
Wwise

AUDIO

Reaper
Nuendo
Ableton Live

OTHERS

Perforce
Git
Python

LANGUAGES

French
English

MISC

I play guitar and I sing in a rock band.

I easily get obsessed with things and spent a whole summer trying to design my own MIDI controller.

Yannick TASSIN

LEAD SOUND DESIGNER

PROJECTS

Unannounced Project

Core Team - Lead Sound Designer

Harmony: The Fall of Reverie (2023)

Lead Sound Designer - Sound Direction, Music Direction, Voice Casting, Sound Design, Implementation, Scripting, Mix

Life is Strange 2 (2018)

Lead Sound Designer

The Awesome Adventures of Captain Spirit (2018)

Sound Designer

Vampyr (2018)

Sound Designer

Life is Strange (2015)

Sound Designer

EXPERIENCES

DONTNOD

ENTERTAINMENT

2018 - Current

LEAD SOUND DESIGNER

- Supervising an audio team and a composer.
- Directing a composer, remixing, and implementing themes.
- Creating and implementing audio assets.
- Scripting systems and tools using Unreal Engine Blueprint.
- Preparing and implementing voice-over recordings.
- Mixing for multiple sound systems and platforms.

MULTIPLE

SCHOOLS

2017 - Current

SOUND DESIGN TEACHER

- Supinfo Rubika, Georges Méliès School, CIFAP

DONTNOD

ENTERTAINMENT

2014 - 2018

SOUND DESIGNER

- Creation and implementation of audio assets.
- Designing and scripting audio behaviors.
- Managing voice assets.

MANZALAB

2012 - 2013

SOUND DESIGN INTERNSHIP

- Sound effects creation and Text-To-Speech management.

EDUCATION

Bachelor of Music and Sound Design (2014)

ISART DIGITAL - Paris