

Valentino LERCHER

Senior Audio Designer



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languages: French, Italian, English
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Shipped games

South of Midnight - Sound Designer / Audio Designer - audio implementation (Wwise), Compulsion Games
We happy few - Sound Designer / Audio Designer - audio implementation (Wwise), Compulsion Games
Civilization VI - Audio editor, (Firaxis Games)(PC)
Ninja Turtles Legends - Audio Editor, (Ludia)(Phone)
Horizon Zero Dawn - Dialogue recording (PS4) french version, Around the word Canada, Guerrilla Games

Professional experience

- 2022-26 • Senior Audio Designer at Compulsion Games
- 2019-22 • Audio Designer at Compulsion Games, Montréal
- 2015-18 • Audio Integrator, Sound Engineer/Editor at Signal Space, Montréal
- 2015-16 • Sound Mixer at Syllabes, Montréal
- 2013 • internship at Ubisoft Montréal as audio designer and voice designer for the project «Shine» during the Ubisoft Academia summer school
- sound recordist of the pilot «Bienvenue», offered to Radio-Canada for production consideration
- other shooting sessions in Montreal, including the video «ReROLL Announcement Trailer»

Skills

- Video sound design: Foley, sound effects, soundscaping, voice
- Working knowledge of: Protools, Reaper, Perforce, Unreal Engine, Wwise
- Sound recording: sound effects, voice

Academics

- 2014-15 Minor in Video Game Studies UDeM - University of Montreal
- 2012-13 specialized training as sound designer of videogames at ISTDS - Institut Supérieur des techniques de design sonore, Montréal
- 2010-12 Sound design technician diploma, ACFA Multimedia, Montpellier, France
- 2011 • study of sound impact on the underwater environment for the Italian marine corps, Livorno, Italy
- assistant at DBW Communication (movie and 3D-video production), Rome, Italy
- 2010 French baccalaureate in social economy, Lycée Chateaubriand, Rome, Italy (equivalent to two years post-secondary)