



Gauvin Moens

Technical Sound Designer

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SUMMARY

Highly motivated **technical sound designer** with a **solid academic preparation**. Qualified in conventional software such as **Wwise, Fmod, Reaper, Unreal Engine, Unity and Perforce**. Colleagues regularly call on me to solve problems about implementation via programming (C#, blueprint). Proven ability to provide good team leadership, demonstrate adaptability and solve problems, reflected by multiple group projects during my different curriculums.

EDUCATION

Digital Art & Entertainment, Howest Belgium - Bachelor's degree, Game Sound Integration	2023-2026
Haute Ecole Albart-Jacquart, Belgium - 2 years in Bachelor's degree, Technical Artist	2021-2023
Institut Saint-Louis, Namur Belgium - High school diploma, Sciences and Math	2015-2021

PROFESSIONAL SKILLS

- Wwise: 3 years
- Fmod: 3 year
- Unreal Engine: 4 years
- Unity: 5 years
- C#: 5 years
- C++: 4 years
- Git: 2 year
- Perforce: 5 years
- Juce: 1 year

SOFT SKILLS

- Organization
- Time Management
- Leadership
- Communication
- Adaptability
- Problem Solving
- Collaboration
- Open to Feedback

ORGANIZATIONS

LANd Beyond | Organizer

-LANd Beyond is a small team of 9 that organizes LAN parties up to 350 people for Howest DAE. Involved in the Tournaments organization and supervising, I learned **time management**, brackets management for the different tournaments, **communication** with the team, **problem solving** and **adaptability** in a **stressful environment**.

League of DAE Legend | Organizer

-League of DAE Legend is a Howest club that organizes monthly LAN parties up to 80 people. As an organizer I take care of setting up the equipment and checking it to avoid any problems, I also take care of organizing the tournaments and supervise to make sure that everything runs smoothly..

PROJECTS

BoilerLine Critical Pressure: Group Project

Reaper + MetaSounds + UE5

- During this project, I learned to development a game from the ideas of a game to the polish version of it(audio bible, prototype, assets creation and finally implementation in C++. I also learned a lot on planning the **time** for each step of the project how to work as a team.

Soviet Village: Solo Project

Reaper + MetaSounds

- Integrating MetaSounds via Blueprints

-During this project, I learned to use **MetaSounds patches** which allowed me to **reuse** certain functions and thus simplify the use of metasounds.