

# Fanny Belhadjar

Audio Artist

## Skills

## Experience

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**“Passionate and ambitious, as an experienced audio artist, I am always curious about new opportunities and challenges in the video game industry.”**

Montreal

438-929-9924

fanny.belhadjar@gmail.com

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I can manage all audio production in a video game pipeline - I compose music and sound design, I use to implement audio in the engine. I also manage voices, from casting to direction and editing.

Cubase - Logic pro - Reaper - Sibelius - Finale - Wwise - Fmod - Audacity - Unity - Composition - Sound design - Implementation - Team work - Communication - Voice editing - Casting - Direction - Mixing - Recording

French Fluent

English Advanced

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### Blindspot Games/Audio Director

JAN 2022 TO NOW, MONTREAL

Manage the audio production of the game from creating the music, the sound design, implementing audio into Fmod and Unity, to manage the voice production.

### Spoken Adventures/Sound designer & Composer

JAN 2018 TO NOW, MONTREAL

Imagine, create, and select audio content for interactive audio stories. Managing voices, soundscapes, sound effects and music to bring an immersive experience.

### Freelancer/Sound designer & Composer

JAN 2014 TO JAN 2022, CANADA & FRANCE

- Humaniteq, Podcasts
- Carcajou Games, Hansel & Gretel video game
- Abyss Crew, a multiplayer submarine video game
- Tandem Ludik for Quartier des Spectacles and Radio Canada
- Last Breath, a single player pirate video game
- NAD collaboration, Kid Icarus Remake
- Ubisoft Game Lab Competition, Otenaw ("best user experience")

### Grevin Museum/Multimedia artist

SUMMER 2017, MONTREAL

Create and manage the media content for *Montréal, ville de Baseball* exhibition.

### Rectorat & Cie des Arts/Music teacher

2014 TO 2016, NANTES

In middle school and art school, teaching music theory and practice.

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## Education

### **Internship/Sound designer & Composer**

2011 TO 2013, CANADA & FRANCE

- Compagnie la Machine - Nantes, FR
  - Awabot (Robopolis) - Lyon, FR
  - University of Montreal - Montreal, CA
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### **Aix-Marseille University/Master**

2012 TO 2013, AUBAGNE

SATIS - Sound and Picture Engineering

### **Lyon University/Master**

2011 TO 2012, LYON

MAAAV - Music Composition for Visual Arts

### **University of Montreal/Master**

2010 TO 2011, MONTREAL

Music Composition for Movies

### **University of Strasbourg/Bachelor**

2007 TO 2010, STRASBOURG

Musicology

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## Volunteer

SAT Symposium iX, Montreal

MIGS, Montreal

Rendez-vous Quebec cinema, Montreal

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## Hobbies

Hiking - Jogging - Climbing - Road trip - Nature immersion - Mushrooms and wild plants - Gardening

Movies and art shows - Video games - Listening electro music and jazz