

# Vincent Lévêque

Sound Designer • Technical Audio • Audio Implementation

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## PROFILE

Sound designer specializing in interactive audio systems for games, with a focus on Wwise implementation, adaptive music, and gameplay-driven sound design. I combine creative sound design with programming to build responsive, immersive audio experiences in Unity.

## PROJECTS

### Interactive Music System (Wwise + Unity)

Designed and implemented an adaptive music system featuring seamless transitions between exploration and combat. Implemented using Wwise Events, States, RTPCs and Unity integration.

Technologies: Wwise, Unity, C#

## TECHNICAL SKILLS

|              |                                                       |
|--------------|-------------------------------------------------------|
| Audio:       | Sound Design, Audio Implementation, Interactive Music |
| Middleware:  | Wwise                                                 |
| Game Engine: | Unity                                                 |
| Programming: | C#                                                    |
| Tools:       | FL Studio, Git                                        |

## EDUCATION

Bachelor of Music Composition for Visual Media (2024) Microprogram in Choral Practice

## CERTIFICATIONS

Wwise Fundamentals Certified End User (2026) Wwise Interactive Music Certified End User (2026)