



Etienne PONS

Sound designer focused on video games, with a strong interest in sound design and audio integration for interactive media, and a scientific, musical, and technical background.

✉ ponsetienne@gmail.com

☎ +33 6 33 24 45 69

🔗 Portfolio: www.nuzesound.com

📍 Paris

EDUCATION

B.A. Sound Engineering & Creative Audio Production

From September 2022 to June 2025 Catalyst - Institute for creative arts and technology Berlin
Training focused on sound design, music production, sound for picture, and studio sound engineering at [Catalyst - Berlin](#)

Online Course

From March 2022 to June 2022 Berklee Online Paris
Online course on electronic music production and composition

L1 Mathématiques-Physique

From September 2021 to June 2022 Université Paris-Saclay Paris
First year of a Bachelor's in Mathematics and Physics at the [Université Paris-Saclay](#).

High School Diploma - Mathematics & Physics major

From September 2019 to June 2021 Lycée Saint-Michel des Batignolles Paris, 75017

Exchange Student in the US (11th grade) - Media Arts major

From September 2018 to June 2019 PIM Arts High School Minneapolis, MN, USA

WORK EXPERIENCES

Freelance Sound Designer

Since October 2024 returnshiftGames Berlin, Germany/Paris, France

- Sound designer and music producer for a student startup developing the card game "Infinity Cards"
- Creation of unique sounds and music in line with the game's mechanics and aesthetics
- Long-term collaborative and iterative work with the full team

Assistant Sound Engineer Internship

From June 2024 to July 2024 Studios de la Seine Paris, France

- Assistant to sound engineers during recording sessions
- Participated in routing and microphone/instrument placement for voice-over, music, and soundtrack production

Startup Co-founder

From October 2021 to May 2022 Otesa Paris, France

- Project management, marketing, cross-disciplinary collaboration
- One-week university exchange in San Francisco organized by the entrepreneurship division of Paris-Saclay University

SKILLS

Sound design and music production

- Experience in sound design, synthesis, and recording for video games
- Music composition, production, and post-production for video games and picture

Studio environment

- Setup of recording sessions (instruments, voice, foley)
- Microphone, instrument, and synthesizer setup and routing, and use of external hardware effects in studio

DAW and Middleware

- Ableton, Reaper, Pro Tools
- FMOD (regular use), Wwise (basic knowledge, early experience)

LANGUAGES

English Fluent (C2 level)

French Native