ROMAIN RAYNAL

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SUMMARY

I am Romain Raynal, a **composer**, **producer**, and **sound designer** based in Sigean, Aude. I studied at the conservatory and worked as a freelance musician for nearly **15 years**, primarily as a bassist in jazz bands. In 2017, I completed a **mixing** course at the CFSM Center in Lyon. Following this, I founded my studio in Occitanie. In 2021, I earned a certification in **film scoring** from Studio Cap' in Paris, as well as certifications in **interactive music** using Wwise, and more recently, FMOD. Since 2023 I'm working as a composer and sound designer in the **video game industry**, contributing to titles such as **The Green Room Experiment**, **Stranded on an Island**, **Just a Guy**, and as a sound designer at Ukiyo, founded by Thierry Platon (2Dark), on **Transhumance**, among others. Additionally, in 2024, I worked on the F2P mobile game **Need For Touring** by Awesome Game Concept, and the musical shooter **LavaLoop**, created by Louis Rigaud. Since 2024, I have been an affiliate of **Soundpaint** by 8Dio, a revolutionary platform for cinematic virtual instruments. This collaboration aligns with my passion for exploring innovative tools to create immersive and expressive soundscapes. My latest ongoing project is **Witch Hunters**, where I'm working as both composer and sound designer.

WORK EXPERIENCE

Composer, Sound Designer, Awesome Game Concepts
since **02 2025**

- Defined and implemented in FMOD the audio direction for Witch Hunters.
- Created sound assets and original music.

Sound Designer, Fractal Edge Music
09 2024 - 12 2024

- Designed and integrated sound assets for the game demo LavaLoop.
- Managed integration in Wwise and mixing in Unity.
- Contributed to a project featured in the finals of the 2024 Game Cup.

Audio producer, Awesome Game Concepts, Carfooly
07 2024 - 09 2024

- Defined and implemented the audio direction for Need for Touring (F2P mobile game).
- Created sound assets and original music.
- Set up FMOD sessions and mixed the entire game audio.

Sound Designer, Ukiyo Studio
05 2024 - 07 2024

- Designed and recorded sound assets for the game prototype Transhumance.
- Integrated assets via FMOD in Unreal Engine 5.
- Produced and mixed trailers and integrated music.

Sound Designer, Composer Amanclo Video Games
01 2023 - 05 2024

- Created ambient sound assets for The Green Room Experiment game series.
- Composed non-diegetic music for in-game use and trailers.

EDUCATION

CFSM Center
2018
Mixing and Mastering

WWISE - Audiokinetic
Jan 2021
WWISE - 201 - Interactive music

KEY SKILLS

- Composer
- Sound Design
- Mix Ingineer
- Fmod/WWise

- Attentive Listener
- Open to Feedback
- Versatile
- Creative