

Experienced Sound Designer & Audio Manager specializing in high-quality audio for current & next-gen platforms. Skilled in game/sound engine logic, team communication and systemic design for excellent results.

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### EXPERIENCE

#### Senior Sound Designer – Fable 4

Eidos Montreal : 2023 – Present

- Designed creature audio for Fable 4 as part of the core team
- Led and rebuilt the Wwise bussing structure for real-time dynamic mixing
- Collaborated with VFX, Designers and various teams to ensure the maximum quality of polish of our assets

#### Audio Lead – Unannounced

People Can Fly : 2022 – 2023

- Ran detailed quality reviews to uphold a high-end audio benchmark
- Hired, trained, and managed the audio team across all production stages
- Led and directed the project's audio and ensured alignment with the game's creative vision

#### Senior Sound Designer – Baldur's Gate III

Larian Studios : 2018 – 2022

- Created the entire Wwise project structure for Baldur's Gate III autonomously as well as providing guidelines for our team
- Defined and iteratively reviewed audio direction with the Creative Director
- Designed technical requirements for Early Access and optimized our workflows

#### Sound Designer – Various

Freelance : 2013 – 2018

- Managed audio design and asset implementation across many projects
- Issued quality deliveries for a large spectrum of clients that trusted me such as : Source Sound, Ubisoft Montreal, Ubisoft Shanghai, BioWare, 2Ton Games, Behavior Interactive & many more.

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### CONTACT

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