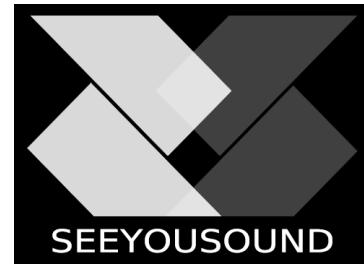


THOMAS BONNEAU

Sound Designer

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www.seeyousound.fr



QUALIFICATIONS

Sound Designer

Movies, spaces, objects, advertising.

Composer

Movies, spaces, advertising.

Audio Director

Advertising & music.

Audio devices designer

Dedicated audio devices for specific needs.

Soud Engineer

Field and studio Recording, music & movie mixing.

SOFTWARE SKILLS

ProTools, Cubase, Logic Audio, Live, Reason,
WaveLab, SoundForge, Soundminer, etc.

Audio Plugins and restoration tools.

All OSX, All Windows, Sketchup Pro, FTP Clients

EDUCATION

2000 – 2001

SAE Institute / School of Audio Engineering – Paris

1983 - 2015

Eternal self taught-man in many fields. Always
linked to the sound.

WORK EXPERIENCE

2012 - 2016

Sound designer / Engineer for Greaudstudio.

Sound design of SCULPT by Loris Gréaud.
In charge of the sound of the projects (Dallas
Contemporary, YL Gallery Paris, Palazzo Grassi
Venise), from recording to mixing. Post production
for movies. Audio devices conception for
exhibitions and works of art.

2011 - 2015

Composer / Arranger freelance for movie OST.

Ex : The Moomins, The Snorks - A Concert for
Creatures, Which is Witch season 1 among others.
In charge of the mix too.

2010 - 2015

Sound engineer / sound designer freelance.

For several Parisian companies like : Digital Post
Production, Medialab Technology, Teleski, THE
and for many brands like : Cartier, EDF, Quick,
Danone, Ferrero, L'Oréal, AirWick, Catana and
more.

2007 - 2012

Sound designer and sound engineer in charge
of the recording studio for Teleski Post Production.

INTERESTS

Art, hi-tech, sci-fi, Design, interior architecture.