

Marie MULLER

75000 Paris
FRANCE

E-mail : marie.muller57@gmail.com
Nationality : French

AUTHOR, COMPOSER & SOUND DESIGNER

Portfolio: www.marie-muller.com
(navigation optimized on Firefox)

PROFILE

Graduated from a Master degree in video games major in sound design, I currently work as a freelance author composer and sound designer. My work and researches as an artist in the field of audio installations led me to expand my practice into experimental interactive experiences and video games.

SKILLS

Software **Sounds**: Pro Tools, Nuendo, Acid, Sound Forge, Cubase, Reason.
Audio engine: Wwise, Fmod Designer.
Visuals: Adobe Creative Master Collection, Vegas.

Studio Good knowledge of studio equipment. Studio and field recordings with dynamic, static and ambisonic techniques.

English Fluent.

EXPERIENCE

Current employments **Freelance Author Composer and Sound Designer:**
(since **2011**) **Clients**: Neko Entertainment, Eko Studios, Blue Frog Robotics, Camera Lucida, Hanakai Studio, Kinomap, Chocolapps, Royal Cactus.

(2016) (6 months) **Sound designer at Ubisoft in Montreuil, Paris.**

Duties

(2011-2015; 2016-2017) Sound design lecturer in **Professional Degree in Level Design/Game Design**, Université Paris 13.

(2017) Sound design lecturer at **ISTS, ESRA, Paris.**

(2012-2014) Seminar sound designing 3D animations at **ESRA (Sup'Infograph), Paris.**

(2014) Workshop at **ENJMIN** (major in sound design), Angoulême, France.

(2014-2015; 2016-2017) Sound design lecturer at **3iS, Élancourt, Paris.**

(since **2016**) Sound design lecturer in Master in Video Game Art at **Autograf, Paris.**

(since **2011**) Brief lectures: **ICAN**, a five-year video games school, Paris.

January-April 2014 Artist-researcher residency at **Locus Sonus, Aix-en-Provence, France:**
(3 months) Design of an interactive audio installation, *Mapping the Iceberg*, shown during **Symposium #8.**

April-September 2011 Internship at **Neko Entertainment**: sound designer on *Alexandra Ledermann*
(6 months) *3DS* and *Cocoto Alien Brick Breaker* (Nintendo 3DS).

July-September 2010 Internship at **LIMSI-CNRS (Paris)**: sound designer on **NAVIG** project, an
(3 months) auditory display for visually disabled persons.

EDUCATION

- 2009-2011 **Master Degree in Video Games (major in Sound Design)**
ENJMIN (The Graduate School of Games and Interactive Medias),
Angoulême, France.
- 2009 **Master Degree in Fine Arts**
Malmö Art Academy, Sweden, in partnership with “Nordic Sound Art
Programme”.
- September-March 2007
(6 months) **Erasmus exchange program**
Academy of Fine Arts of Helsinki, “Time and Space” Department, Finland.
- 2007 **DNSEP (Diplôme National Supérieur d’Expression Plastique)**, Art option.
Art School of Metz, France (5-year study).
- 2004 **Bachelor Degree in Fine Arts**
University of Metz, France.
- 1991-2000 **Sarreguemines’s Music School**, clarinet, France.
2011-2016 **Maisons-Laffitte’s Music School**, harp, France.
2013-2016 **Sartrouville’s Dance and Music School**, contemporary dance, France.
2016-2017 **Fontenay-sous-Bois’s Dance and Music School**, contemporary dance and
hip hop.

EXHIBITIONS

- November 2015 **Locus Sonus Symposium #9**, Audio-Mobile Fest 2015, exhibition of the
installation *Mapping the Iceberg* at Fondation Vasarely, Aix-en-Provence, France.
- Mars 2015 **Publication in Wi Journal of Mobile Media** of my research paper on the
installation *Mapping the Iceberg*, as part of a special edition *Audio Mobility*,
Locus Sonus Symposium #8.
- October 2014 **Nuit Blanche**, Special Event with **Mixage Fou**, Gymnase Marcel Cerdan, Paris.
- January - April 2014 **Locus Sonus Symposium #8**, Art School of Aix-en-Provence, France.
- November 2012 **Halldorophone performance** (an instrument designed by Halldór Úlfarsson)
during the opening of the exhibition **Horizonic**, Art School of Caen/Cher-
bourg, France.
- April - June 2009 **Soundings**, Museum of Contemporary Art, Roskilde, Denmark.

INTERESTS

Fine arts, music, cinema, dance, literature, sewing, travels.