

Devoted

Passionate

Diligent



PAUL HEBBINCKUYS

Junior Sound Designer

Who am I ?

Name	Paul HEBBINCKUYS
Birthday	6 Septembre 1999
Languages	French English Deutsch

My skills?

Sound Design

- Sound recording
- Composition
- Mix (EQ, Compression,...)

Music Composition

- Orchestral
- Electronic

Game Design

2D and 3D Art skills

Level Design

Programming

Contact me



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About

Currently in the third year of my Game Design studies, the video game conception is exciting for me. Having a musical education, the sound design in the experiences I create has a great importance for me. Indeed, I always try to do my best to create the sounds or the musics, to deliver the information, the feeling, or the emotion that the game requires.

I take advantage of my studies to get involved and to learn about all the skills the game creation recommends to communicate well with the other professions I am supposed to work with.

Notable experiences



Level designer, music composer, sound designer for «Neon Beats», 2D rythm game.

From September to November 2018



Order made by the team of a narrative game. I had to compose the musics for them.

May 2017



Education in the music conservatory. Obtention of my CFEM degree in «Chamber Music».

From 2004 to 2016

Education

Currently

- 3rd year in Game Design Bachelor

2017 - 2019

- 1st and 2nd year in Game Design Bachelor

2014 - 2017

- A - Level (Baccalauréat) in science.



Tools

