



MARC-ANTOINE GIGUÈRE

SOUND DESIGNER & COMPOSER

CONTACT ME

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PERSONAL

Name	Marc-Antoine Giguère
Birthday	27th October 1989 (28)
Nationality	Canadian
Born	Montreal, Quebec
Languages	French, English

CONTACT

Mobile	+1 (438) 886-1064
Email	marco.allard.giguere@gmail.com
Address	6552 St-Denis Montreal, H2S 2R9 Quebec Canada

WORK

Experience	6+ years
Currently	Freelancer

EDUCATION

Post-Degree	Film music
Degree	Music composition

SOFTWARE

Wwise	<div style="width: 100%;"></div>
Logic Pro X	<div style="width: 100%;"></div>
iZotope Ozone 8	<div style="width: 80%;"></div>
Sibelius / Finale	<div style="width: 80%;"></div>
Pro Tools	<div style="width: 80%;"></div>

TIMELINE

- 2022 ● Sound Designer & Music Composer for Monopoly Tycoon (Nvizzio, 2020-2022)
- 2022 ● Music Composer for Spongebob Krusty Cook-Off (Live Ops, seasonal events) (Nvizzio/Tilting Point, 2021-2022)
- 2018 ● Teaching sound design to autistic adolescents (Agence Topo, 2018) Montreal, QC <http://www.agencetopo.qc.ca>
- 2017 ● Sound Designer for Blackhole Friday, Worst Kitchen and Jousting Time (Trebuchet VR, JamNation, 2017) Montreal, QC
- 2017 ● Music engraver for the show Tower of Song (Leonard Cohen) (Centre Bell, 2017) Montreal, QC
- 2016 ● Arranger for Coopéra : Aida (Opéra de Montréal, 2016-2017) Montreal, QC <http://www.operademontreal.com/ecoles/coopera>
- 2016 ● Spokesman for Majeur Sept, a collective of music composers offering its services to students in video game design (2016)
- 2016 ● Graduates from UQAM's degree in Film Music composition (Université de Québec à Montréal)

ABOUT ME

Graduated from l'Université de Sherbrooke in screen music and UQAM's DESS in film music, Marc-Antoine had the opportunity to study in music composition seminars with Julien Bilodeau (The Wall, 2017) and Christine Jensen.

He recently created all of the in-game audio for Monopoly Tycoon (Nvizzio), musics, ambiances, backing tracks, SFX, intregation docs and audio mixing and a serie of musical tracks for Spongebob Krusty Cook-Off (Nvizzio/Tilting Point)

Marc-Antoine is currently pursuing a career in video game audio as a freelancer, both for music and sound design. He has a strong experience with the interactive audio engine Wwise, with which he creates atmospheric systems and interactive music and sound design.

ONLINE PROFILE

- Website www.marcantoinegiguere.com
- LinkedIn www.linkedin.com/in/marc-antoine-giguere-33a86766/
- Facebook www.facebook.com/marcantoine.a.giguere
- Youtube <https://www.youtube.com/channel/UCbGozt0L8W7VCMUgV3bhKSA>

