

ROMAIN RAYNAL

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SUMMARY

Romain Raynal is a composer, producer, and sound designer based in Sigean, Aude. He began his musical journey studying at the conservatory and spent nearly a decade as a freelance musician, primarily as a bassist. In 2017, he completed a mixing course at the CFMSM Center in Lyon and subsequently founded the 2 LA PROD studio in Aude.

In 2021, Romain earned a certification in film scoring from Studio Cap' in Paris, along with certifications in interactive music using Wwise and, more recently, FMOD. He now works in the video game industry as a composer and sound designer, contributing to titles such as The Green Room Experiment and collaborating as a sound designer with Ukiyo, a studio founded by Thierry Platon (2Dark).

In 2024, he contributed to an upcoming mobile game by Awesome Game Concept and worked on the musical shooter LavaLoop with Fractal Edge Music (Sandfall, Ubisoft).

WORK EXPERIENCE

Audio producer, Awesome Game Concepts 07 2024 - 09 2024

- Defined and implemented the audio direction for Need for Touring (F2P mobile game).
- Created sound assets and original music.
- Set up FMOD sessions and mixed the entire game audio.

Sound Designer, Fractal Edge Music 09 2024 - 12 2024

- Designed and integrated sound assets for the game demo LavaLoop.
- Managed integration in Wwise and mixing in Unity.
- Contributed to a project featured in the finals of the 2024 Game Cup.

Sound Designer, Ukiyo Studio 05 2024 - 07 2024

- Designed and recorded sound assets for the game prototype Transhumance.
- Integrated assets via FMOD in Unreal Engine 5.
- Produced and mixed trailers and integrated music.

Sound Designer, Composer Amanclo Video Games 01 2023 - 05 2024

- Created ambient sound assets for The Green Room Experiment game series.
- Composed non-diegetic music for in-game use and trailers.

EDUCATION

Bachelor of Business Administration Jan 2019 - Feb 2021

University of Business Excellence

- Major in International Business.
- Final CGPA: 3.90

Foundation in Business Administration Jan 2018 - Dec 2018

Borcelle University

- Final CGPA: 3.80

KEY SKILLS

- Composer
- Sound Design
- Mix Engineer
- Fmod/Wwise
- Attentive Listener
- Open to Feedback
- Versatile
- Creative