Marc Sander Montant

Sound Designer

CONTACT

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marcsanderm.com

PROFILE

Canadian sound designer, born and raised in Mexico City, Mexico. Sonic storyteller with a versatile skill set in audio post-production. Higher education in music, audio engineering and audio post production.

Experience in advertisement, films and videogames. Audiophile and melomaniac.

Dynamic and enthusiastic hard worker.

09/2007 - 08/2012

09/2007 - 08/2012

03/2021 - 04/2021

EDUCATION

Vancouver Film School

Diploma of Sound Design for Visual Media

Vancouver, BC. Canada

Academia de Música Fermatta

Bachelor of Music Production and Audio Engineering Mexico City.Mexico

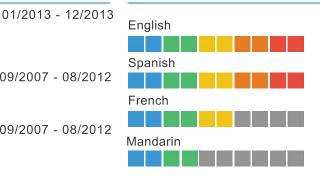
Academia de Música Fermatta

Bachelor of Bass Guitar Performance Mexico City. Mexico

School of Video Game Audio

Certificate of Unity Software Online

LANGUAGES



SKILLS

Sound Designing

Sound Editing

Re-recording Mixing

Dialogue Editing

Game Audio Implementations

Deliverables & Laybacks

Foley & ADR Recordist

Music Editor

Bass Guitar Player

Analog & Digital Synthesis

MIDI Programmer

Studio Steup

Hardware Troubleshooting

Music Production

Teaching Video Editing

SOFTWARE

Pro Tools

Reaper

Unity

Wwise

Fmod Designer

Fmod Studio

Sound Forge

Max/MSP

Izotope RX8

Kontakt

Ableton Live

Altiverb & Speakerphone

FabFilterPlug-ins Bundle

McDSP Plug-ins Bundle

Sound Toys Plug-ins Bundle

Adobe Premiere

HARDWARE

Pro Tools S6 Control Surface

Digidesign ICON D-Control ES

Digidesign C|24 Control Surface

TC Electronics TC ICON MKII Reverb

Sound Devices 6 series

Sound Devices 7 series

Sound Devices 302

Zoom Handheld Recorders

Doepfer A-100 Modular Synthesizer

Professional Experiences

Freelance Sound Designer

Freelance

Sound Editor. Re-recording Mixer. ADR & Foley recordist. Production Sound Mixer. Field Recordist. Game Audio asset creation. Game Audio Implementation

Worldwide January 2014-Present

Sound Designer

DJI

Sound supervisor, editor, re-recording mixer and production mixer for commercials and branded content for DJI,

Hasselblad, Livox, and Ryze. Sound assets creation for apps and new products. New products audio quality assurance.

Shenzhen, China March 2017-February 2021

Audio Tuning Engineer

dbx-tv

Travel to different factories across China to calibrate speakers of various models of television using dbx-tv's proprietary software. Enhancing the overall sound of tv's speakers using EQ curves and compression.

China May 2016-September 2016

Junior Instructor

Shanghai Vancouver Film School

Instructor for the Sound Design & Film Production programs courses. Teaching, Curriculum Development, Administrative Tasks. Gear Purchase consultant.

Shanghai, China

September 2014-September 2016

Teaching Assistant/Resources Assistant

Vancouver Film School

Teaching Assistant for the Location Sound classes in the Film production program. In charge of storage, maintenance and troubleshooting film production euipment (sound, lights, camera, grip).

Vancouver, Canada

March 2014-September 2014

Recording Studio Supervisor

Academia de Música Fermata

Recording studio supervisor. Teaching assistant. Troubleshooting for analog and digital audio consoles. Gear maintenance and repair. Administrative Tasks.

Mexico City, Mexico

June 2012-December 2012

Sound Design Intern

Zebra Studo

Sound effects library maintence, Sound editing. Music editing. Administrative Tasks.

Mexico City, Mexico

March 2012-June 2012

Asisstant Audio Engineer

Museo Universitario Arte Contemporáneo (MUAC)

Sound reinforcement engineer for music, theater and conferences . Lights technician. Stage manager. General assistant. Gear maintenance.

Mexico City, Mexico May 2011-June 2012