

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.

EDUCATION

Vancouver Film School 01/2013 - 12/2013
Diploma of Sound Design for Visual Media
Vancouver, BC, Canada

Academia de Música Fermatta 09/2007 - 08/2012
Bachelor of Music Production and Audio Engineering
Mexico City, Mexico

Academia de Música Fermatta 09/2007 - 08/2012
Bachelor of Bass Guitar Performance
Mexico City, Mexico

School of Video Game Audio 03/2021 - 04/2021
Certificate of Unity Software
Online

LANGUAGES

English



Spanish



French



Mandarin



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
FabFilter Plug-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 equipment (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 Studio

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

Mexico City, Mexico

March 2012-June 2012

Assistant 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