



MARC SANDER MONTANT

SOUND DESIGNER

CONTACT



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Shenzhen, China

<https://marcsanderm.com>

SKILLS

- Pro Tools
- Reaper
- Wwise
- Fmod Designer
- Audio Plug-ins
- Soundminer
- Radium
- Izotope RX9
- Unreal Engine 4 (UE4)
- Unity
- Perforce (P4V)
- Analog & Digital Synthesis
- Music Production

PROFESSIONAL SUMMARY

Canadian sound designer, born and raised in Mexico City, Mexico. Sonic storyteller with a versatile skill set in audio. Higher education in music, audio engineering and audio post-production. Over a decade of experience working on video games, feature-length films (documentary and fiction), branded content and advertisements, collaborating with companies such as Tencent, Huawei, Unilever, HSBC, Standard Chartered Bank, DBS Bank, South China Morning Post, DJI, OnePlus, Honor, Oppo, Hasselblad, Anker, Insta360, Ecoflow, etc.

EXPERIENCE

July 2024 - Present

Founder/Principal Sound Designer

M/S Sound Design (Shenzhen, China)

Founder and Principal Sound Designer. Helping clients worldwide add sonic storytelling to their vision. Sound editing and mixing for a wide range of projects at M/S Sound Design's 7.1 facilities in Shenzhen, China.

January 2014 - June 2024

Freelance Sound Designer

Freelance

Sound Editor (SFX, Foley, Dialogue and Backgrounds), Re-Recording Mixer, Game Audio Asset Creation, Game Audio Implementation, Field Recordist, Production Sound Mixer. Deliverables and laybacks.

August 2021 - June 2024

Game Sound Designer

Tencent (Shenzhen, China)

Game sound designer for TiMi Audio Lab, sound editing and mixing for cutscenes and cinematics. Designing and Implementing sound assets for the foley, weapons and vehicles systems. **Projects:** Delta Force: Hawk Ops (PC/Mobile)

March 2017 - February 2021

Sound Designer

DJI (Shenzhen, China)

Sound supervisor, editor, re-recording mixer and production mixer for commercials and branded content for DJI and Hasselblad. Sound assets creation for apps and products. Quality assurance and consulting regarding new audio products.

LANGUAGES

- **English**
Bilingual
- **Spanish**
Native
- **Chinese (Mandarin)**
Conversational
- **French**
Conversational

September 2014 - September 2016

Junior Instructor

Shanghai Vancouver Film School (Shanghai, China)

Instructor for the Sound Design & Film Production programs courses. Teaching, curriculum development, administrative tasks.

March 2014 - September 2014

Teaching Assistant/ Resources Assistant

Vancouver Film School, (Vancouver, Canada)

Teaching Assistant for the Location Sound classes in the Film production program. In charge of storage, maintenance and troubleshooting film production equipment.

June 2012 - December 2012

Recording Studio Supervisor

Academia de Música Fermatta (Mexico City, Mexico)

Recording studio supervisor, teaching assistant, troubleshooting for analog and digital audio consoles, gear maintenance and repair, administrative tasks.

May 2011 - June 2012

Assistant Audio Engineer

Museo Universitario Arte Contemporáneo (Mexico City, Mexico)

Sound reinforcement engineer for music, theater and conferences, lights technician, stage manager, general assistant, gear maintenance.

EDUCATION

January 2013 - December 2013

Diploma of Sound Design for Visual Media

Vancouver Film School, Vancouver, BC

September 2007 - August 2012

Bachelor of Music Production and Audio Engineering

Academia de Música Fermatta, Mexico City

September 2007- August 2012

Bachelor of Bass Guitar Performance

Academia de Música Fermatta, Mexico City

March 2021 - May 2021

Certificate of Unity Software

School of Video Game Audio, Online