



Anne-Sophie Mongeau

Senior Sound Designer

Profile

I am an experienced sound designer with 10+ years experience in the game audio industry. I am passionate about creating high quality audio experiences, with a concern for both the macro and the micro - the overall soundscape as well as all the details within it. I greatly enjoy being part of a team, pairing my skills with others to bring a project to the highest possible standard.

Employment History

Lead Sound Designer at Eidos Montreal, Montreal

January 2022 — May 2025

Lead Sound Designer on [Fable](#) (Co-Dev with Playground Games)

Senior Sound Designer at Hazelight, Stockholm

April 2019 — December 2021

All round sound design, implementation and mixing, sound recording and editing for the split screen coop game [It Takes Two](#). Includes mentoring of junior staff and providing audio direction and guidance.

Sound Designer at Eidos Montreal, Montreal

March 2017 — April 2019

Sound design, integration, and mixing in [Shadow of the Tomb Raider](#) + DLCs

Game Audio Engineer at DIGIT Game Studios, Dublin

September 2015 — March 2017

Sound design, integration, mixing, music management and direction for [Star Trek Fleet Command](#) (mobile game).

Sound Designer at Vibe Avenue, Montreal

September 2012 — January 2015

Sound design for various projects ([Big Action Mega Fight!](#), [Castle Story](#), [Leap of Fate](#), [Liveloock](#)).

Education

MSc Sound Design, University of Edinburgh, Edinburgh

August 2014 — August 2015

Bachelor in Music Technology, University of Montreal, Montreal

January 2011 — May 2014

DEC in Music – Classical Interpretation (Flute), CEGEP de Saint-Laurent, Montreal

2007 – 2010

Details

Montreal, Canada

annesophie.mongeau@gmail.com

Nationality

Canadian (Montreal)

Links

[Portfolio](#)

[Personal website](#)

[LinkedIn](#)

Skills

Audio Production

Sound Design

Mixing

Sound Editing

Audio recording

Field Recording

Reaper

Wwise

Unreal

Max/MSP

Hobbies

Climbing, Mountaineering, Cycling, Skiing, Cooking, Reading about astrophysics and other laws of nature, Writing on my personal blog about inspiration and ideas.

Languages

French (First)

English (Fluent)

⊕ Other Assets

Wwise Dynamic Mixing – Online course completed

2024

Wwise Memory, CPU and Optimisation – Online course completed

2024

Speaker at ADDON 2024 - L'acoustique en jeux vidéo: utiliser l'espace pour favoriser l'immersion

Mai 2024 - <https://youtu.be/Ltth1ay4MLM?si=StdULZRfRq7xiLar>

Speaker at GDC 2022

Behind the Split Screen sound of It Takes Two

Speaker at DevGAMM 2022

Behind the Split Screen sound of It Takes Two

Speaker at Develop:Brighton 2021

Behind the Split Screen sound of It Takes Two

Speaker at MIGS 2018

Designing the Sound of Reality in Shadow of the Tomb Raider -
<https://www.youtube.com/watch?v=YQjr8uUUdNY>

Involved in the Game Audio Community

Entrevue avec Akash Thakkar Audio - 2023

Entrevue avec *School of Video Game Audio* – 2022

Entrevue avec *The Sound Architect* – 2021