DOMINIC ST-ONGE

GAME DEVELOPER

CONTACT

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dsojirushi.my.to/portfolio

SKILLS

Game Design

Unity
FMOD
Wwise
Music Composition
Sound Design

Programming

C#
C++
Java
GML

Audio Software

Cakewalk
Reaper
Mixcraft

Other

Performing and Recording
Mixing and Mastering
Communication/Teamwork
Divergent Thinking
Commitment

PROFILE

Sound designer and programmer who just released an indie game and is working professionally as an intermediate between audio and code. This year, I took on various game dev contracts, and I run a game development meetup group. I have a burning passion for the games industry, and try to stay informed on every discipline's wisdom and breakthroughs, while focusing on learning how to break the friction between gameplay, code, music and sound effects.

EXPERIENCE

Technical Sound Designer, Programmer, Composer at Tier21
2022-Ongoing
  - Created SFX and ambient sounds for the different areas to make the game more responsive and lively.
  - Designed sound logic and mixer effects in FMOD
  - Worked in harmony with the programming team, requested features by giving clear requirements.
  - Eventually familiarized myself with the codebase, so that I could take some of the team's workload.

Programmer and Designer on You Will Fall
2022-2023
  - Participated actively in the planning and design.
  - Developed a core system to implement features quickly.
  - Implemented the sounds and visuals my team had made.
  - Produced many animations and did most cutscene work.
  - Worked with APIs to add achievements and localization.

Programmer and Designer on Sproots (Global Game Jam)
2023
  - Mentored and collaborated effectively with a beginner.

Programmer, Composer and Designer on Hands of Time
2020
  - Experienced teamwork and brainstorming in a game jam.
  - Learned Wwise on the fly.