

Arthur Croquebois

Technical Sound/Music Designer & Composer

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portfolio : arthurcroquebois.com

Montreuil (Paris), France

Speaks fluent French & English

Looking for a work-study / alternance

October 2026 | Studio: Wed—Fri • School: Mon—Tue

Skills

Middleware Audio

FMOD, Wwise

Programming

C++, C#, Vim, Shell & Linux Servers

Audio Production

Reaper (+ ReaScripts), Pro Tools, iZotope RX

Game Engines

Unity, Unreal Engine, Id Tech 4

Versioning & Production

GIT, Perforce, Notion, Jira

Hardware & Electronics

KiCAD, Teensy Audio Library, Engineering

Professional Experiences

2026

Helena Rubinstein LifeXTend Project (composer, freelance commission)

5m of music for the LifeXTend live presentation in L'Oréal Retail Lab

Givaudan Corporate Movie 2026 (composer & sound designer, freelance commission)

Worked as a freelance composer on the 2026 annual Givaudan's corporate film

2025

Co Founded the Kubicorp indie game studio

Co-Founded the Kubicorp indie game studio, released the Kubika game commercial

Helena Rubinstein PX50 Project (composer, freelance commission)

5m of music for the PX50 live presentation in L'Oréal Retail Lab

Givaudan Corporate Movie 2025 (composer & sound designer, freelance commission)

Worked as a freelance composer on the 2025 annual Givaudan's corporate film

Projects

Released

Kubika (Upcoming commercial game - Steam, GOG)

Technical Sound and Music Design with Unity, C# and FMOD for a commercial game.

Mouse: Reloaded (Video Game Mod - ModDB)

Community mod for the Mouse P.I For Hire game. Asset recovery with runtime implementation using BepInEx and Harmony, Sound Designed missing assets and implemented using DNSpy and C#.

Quake 4 - The Awakening (Video Game Mod - ModDB)

Community mod for Quake 4. Composed and sound designed, implemented in C++ and IDScript in the ID Tech 4 game engine. Led the technical aspect of the project, version control and developing custom tools for the team..

Game Jams

ISART Game Week 2026 (Sound Prize & Student Favourites)

Made a rhythm game in 5 weeks using C# only for the dynamic sound implementation

Play Sorbonne Game Jam 2026

designed gameplay (GDD) and built dynamic sound design and music with Unity & FMOD

UBISOFT Volunteer Game Jam 2025

designed gameplay (GDD) and built dynamic music using Unreal Engine and FMOD

ISART Cine Week 2025 (Grand Prize)

composed and sound design a movie in 5 days, got the grand prize

Hobbies

Gaming (& Retro Gaming)

Huge gaming passion since forever,
gaming collection + retro gaming collection.

Electronics

Building MIDI & Audio custom instruments.
Engineering, PCB design, Soldering...

Instruments

Guitar & Piano

Graphics & Design

Affinity, Cinema 4D, FreeCAD

Education

2027 - ISART DIGITAL - Music & Sound Design

Composition, Sound-Design, Game dev in C#, C++, Unity, Unreal Engine, FMOD, Wwise, Reaper, Pro Tools, Godot, Git, Perforce, Notion, Jira, Teams

2020 - Brevet de Technicien des Métiers de la Musique

Musical Theory, Orchestral Writing & Arrangement, Pro Tools, Music History, Art History,

2018 - Conservatoire - 3rd cycle in music theory

Musical Theory, Guitar Practice, Computer Assisted Music