

DAVID BISMUTH

Composer & Sound Designer · Advertising, Games & Sonic Branding

Composer and sound designer with 5+ years of experience across advertising and games: 50+ luxury campaigns with the Paris sound agency BRUIT, music mixing for the Ravenswatch soundtrack (Passtech Games), adaptive music and SFX in Wwise on GRAB GRAB. ESIS Master's, Paris conservatoire.

Paris, France david-bismuth@outlook.fr david-bismuth.com [LinkedIn](#)

Open to freelance & full-time



BRANDS Loro Piana · Cartier · Maison Margiela · Kenzo x Asics · Vogue · Lacoste · Uniqlo · Sandro · Mellerio · Moynat

GAMES Ravenswatch OST, Passtech Games · [GRAB GRAB](#), Godot + Wwise

EXPERIENCE

Composer, Sound Designer & Mixer, Freelance

06/2024 - present

Paris · BRUIT, game developers, production and animation studios

- Kept working with **BRUIT** as a freelancer after the work-study; music and sound design for **Moynat** and for studios **Kalaid**, **Roar** and **Supamonks**
- Music mixing for the [Ravenswatch](#) original soundtrack album, Passtech Games (600,000+ players)

Composer & Sound Designer

04/2023 - 09/2025

BRUIT, sound & music agency, Paris · internship, then work-study

- Composed and produced music for **50+ advertising and branded-content campaigns** under BRUIT's creative supervision, including **Loro Piana SS24 & SS25**, **Kenzo x Asics**, **Mellerio Talisman**, **Maison Margiela**, **Cartier** and **Vogue**
- Sound design, mixing and audio/video editing on fashion and luxury films
- Recorded and directed **voice-over sessions** with actors, and instrumentalist sessions
- Music supervision: licensed tracks from BMG, Universal, Audio Network, Myma and Cézame; briefed composers and ran feedback sessions

Recording Engineer, Internship

02/2023 - 03/2023

ENM Sound Studio

- Recorded jazz big bands, singers and student ensembles

GAME AUDIO

GRAB GRAB: Composer & Sound Designer

06/2026 - present

3D multiplayer arena game · music, SFX, mix & Wwise · Godot · in development

► [Watch the gameplay + Wwise session](#) [Instagram @grabgrabgame](#)

- Adaptive score, composed and implemented in Wwise:** horizontal re-sequencing across several playlists
- Vertical intensity layers** driven by an RTPC tied to the match clock and sudden death; reversed music for a character's ultimate
- Custom SFX and sound library:** grabs, throws, impacts that escalate with combos, surface-based footsteps, ambiances and a crowd that reacts to the match
- Mix:** loudness aligned in LUFS, attenuation per sound family

SKILLS

Composition & production

Ableton Live, Kontakt (orchestral programming, instrument design), Sibelius, MuseScore

Game audio

Wwise (interactive music, RTPCs, States, attenuation, profiler), Godot

Post-production & mixing

Pro Tools, Nuendo, iZotope RX, loudness (LUFS)

Studio

VO & instrumentalist session direction, sound-library creation, synthesis

Instruments

Piano, guitar, saxophone

EDUCATION

Master's in Sound Production & Engineering

ESIS, Paris · 2025

Film & Media Scoring

Conservatoire du 12e, Paris

Electronic Music: Production, Sound Design, Recording & Mixing

ENM

Bachelor's in Musicology

Université Lumière Lyon 2 · 2023

LANGUAGES

French native · **English** bilingual
Spanish, **Japanese** conversational

BEYOND THE STUDIO

Raisir, electronic live project

Le Transbordeur, Le Petit Salon · 2021 - 2023

Founder, La Valse Électrique

Electronic music events · 2022 - 2024