

SONIA MOKHTARI

SOUND DESIGNER & COMPOSER

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EXPERIENCE

2010-Current | Sound Designer and Music Composer

Freelance, San Francisco

Compose, Orchestrate stunning Music and Design custom Sound, to enhance the emotion, action and user Experience, for the best immersion ever on Games, Film, Social Media etc,

- Sound Designer and Mixer for a 5 Awards Winning Animated Short
- Score and Orchestrate Evocative music for Film & Immersive gameplay experiences
- Work with a variety of tools like FMOD and Unity to complete Game Audio Implementation
- Compose and Edit music interactively with layering, branching and transitions
- Create Impressive Audio to affect user's mood and emotions in a positive way

2018-Current | Music and Audio Instructor

Academy of Art University, San Francisco CA

School of Music production & Sound designer for Visual media

- Sound and Music for Game (implementation with Unity and FMOD)
- Audio production
- Music production
- Music Scoring for Visual Media

2016-2017 | Sound Designer and Composer

Tutotoons, Barcelona, Spain

Sound Designer and Music Composer for Tutotoons who counts close to 300 millions of downloading Games

- Created Unique and Memorable UX/UI Sound and Foley for Tutotoons Games,
- Scored original music for immersive gameplay experiences instead of using music from Library

EDUCATION

2015-2017 | Master of Music and Sound for Visual Arts

University Lumière Lyon II, France

2017 | Audio and Music for Game

Berklee College of Music, Online

2014 | Certificate of Audio Production and Recording

Women's Audio Mission, San Francisco, CA

2006-2008 | Bachelor of Music Education

CFMI de Lyon, University Lumière Lyon II, France

SKILLS

Logic Pro X



Native Instrument



Adobe Audition



Mac OSX



FMOD



Sibelius



Protools



Wwise



INTERESTS



Visual Arts



Cinema



New Technology



Sport



ABOUT ME

Creative Sound Designer and Composer passionate about enhancing User Experience and Immersion on Game, film, Social media and more...



What I believe in...

"Logic will get you from A to B. Imagination will take you everywhere."

– Albert Einstein



What people say about me...

«Our Combat Game, "The Fragments of Erule", was lacking intensity. As an Expert of Interactive Sound and Music for Games, Sonia worked with us to enhance the User Experienced and Immersion. All the players agreed that the game's fighting was much more intense with Sonia's audio added to it.»

– Gamagora Team

«Most of our games use the same library sounds over and over. By creating Custom Music and Sound, Sonia improved the Game Experience and brought a unique style to several titles.»

– Guillermo de Rojas, Tutotoons



LANGUAGES



in/sonyazik