

Mathis Péron

Sound designer / Music Producer

Profile

Sound designer and music producer with a formal background in musicology and digital arts (Université Rennes 2), specializing in synthesis, digital instrument design, music production, and sound engineering. I have a strong technical background on modern synthesis techniques and a deep commitment to building original sonic identities for artists, studios and games.

Current projects

- Percussions sample pack.
- Preset creation for an album project.

Professional experience

Sound Designer & Composer — Student Game Project (in progress, 2026)

- Delivering sound design and original score for an independent game production (TBA)

Preset Designer — Arturia

- 20 presets for the *Beyond Indie Analog* expansion on Analog Lab. (july 2026)
- 15 factory presets for the Pigments 7 release (dec 2025)
- 10 presets for the *Modal Explorations* preset collection for Pigments 6 (may 2025)

Composer — Student Game Project, ICAN Paris (2025)

- Created part of the soundtrack for a game production at ICAN Paris

Sound engineer — Live (Brittany/Normandy)

- Places : Les Pléiades, Noktambul, D'écouves Art
- Bands : O-DIOD, Oroboro, Keplair

Skills

- DAWs & Environments : Bitwig Studio (advanced), Max/MSP
- Synthesis : FM, additive, modal, subtractive, granular, spectral, wavetable, collage, etc.
- Composition, electronic, pop, classical

Education

Arts Numériques (Digital Arts) — Master level studies Université Rennes 2 · 2023–2024
Licence — Musicologie Université Rennes 2 · 2020–2023

