

LOU EVOY

819-593-2505 // mail@louevoy.com // louevoy.com

Technical artist specialized in generative, immersive and interactive systems. Trained in electroacoustics, with expertise in sound design and immersive audio, creative programming, IT infrastructure and artificial intelligence.

// EDUCATION

Concordia University – Electroacoustic Studies (2019 to 2022)

The Audio Recording Academy – Applied Audio Recording (2018 to 2019)

Cégep de l'Outaouais – Multimedia Integration (2016 to 2018)

// WORK EXPERIENCE

Immersive & Interactive Technologies Researcher (Technical Artist)

Société des Arts Technologiques [SAT] – 2024 to 2026

- > Development of custom software, plugins and techniques for digital creation
- > R&D of state-of-the-art methods: interactive, immersive, embedded systems and AI
- > Trainer for various audio/video creation software and immersive scenario design
- > Support for artists in residence, integration and programming of multiple installations
- > Cross-departmental technical reference and manager of the prototyping studios infrastructure

Sound Designer, Technical Director and IT Infrastructure Technician

Studios Octave – Cinezone – 2021 to 2024

- > Sound design, Foley, conforming, mixing, editing for all media types and formats
- > Management and development of audio and IT infrastructure (servers, websites, networks, VPN, render farms)
- > R&D: ML pipeline for feature extraction of the music catalogue, studio-client file sharing platform
- > Implementation of production workflows

Audio Post-Production Technician

Réservoir Audio – 2020 to 2021

- > Dialogue editing and sound design for television and film
- > Reception and organization of production files
- > Preparation and pre-mixing of mix sessions

// PRESENTATIONS & MENTORING

- > **Presenter** – Fulldome Meetup – SAT Fest (24-03-26)
- > **Presenter** – Composite (26-02-26)
- > **Presenter** – TouchDesigner Meetup (19-10-25)
- > **Mentor** – Hackathon – MUTEK AI Ecologies Labs (June 4-6, 2025)
- > **Presenter** – SAT X Moment Factory – Symposium iX, MUTEK Forum (16-08-24)

// SKILLS

[Visual]

TouchDesigner, Blender, Notch, TIXL, Resolume, MadMapper, Adobe Suite, JangaFX Suite, DaVinci Resolve

[Audio]

Reaper, ProTools, QSYS Designer, Bitwig, VCV Rack, SpatGRIS, SPAT Revolution, Ableton, iZotope, Multichannel systems (Ambisonics, Atmos, Fulldome, non-standard)

[Engines / Middlewares]

Unreal, Unity, Godot, Wwise, FMOD

[AI]

Model Training, ONNX, LoRA, PyTorch, TensorFlow, ComfyUI, Autolume, Ollama, OpenClaw, OpenCV, MediaPipe, Open3D, N8N

[Code]

GLSL/HLSL, Python, C++, Java/JavaScript, Lua, HTML/CSS, Avendish

[Networking & IT]

Bash, Docker, Kubernetes, ProxMox, VMware, SQL / DB, TrueNAS, pfSense, OPNsense, Unifi

[Fabrication]

Soldering (electronics, TIG, MIG), 3D Printing, Machining, Metal Bending, Carpentry

[Other]

Dante, DMX/Art-Net, NDI/Spout, GrandMA, Ossia Score, VYV Photon, PureData, Max/MSP, Chataigne, Vectorworks, Metashape, Photogrammetry, Fusion 360, AutoCAD, Revit, KiCAD

// PERSONAL

Languages – French and English (Bilingual – Spoken and written)

Driver's license = true