

Lucien Montandon (CH)
b. 1986 Zürich
lives and works in Basel

He is a new media artist with a specialization in music composition and sound design. He explores the dynamic intersection between games and performances in combination with music.

In 2022, he completed his MA Composition and Theory in Sound Design.

During his Master he attended a one year study exchange program Sound in new Media at Aalto university Helsinki.

2009
CAS Vorkurs for Schulmusik
2008
Bachelor in Education PH FHNW
2005
DMS-3 MuttENZ

SKILLS

Composing ◦
Linear music (all kind of genres)
Generative music,
adaptive music Concepts for interactive media

Instruments
Drums, vocals, keys, programming, Bass

Sound Design Δ
Sound processing, synthesis [FM, Analog, Wavetable, Granular] , Foley, Fieldrecording

GameAudio □
FMOD, Wwise, Unity Implementation C++
binaural rendering, spatial audio

Mixing ¶
Bitwig, Bitwig Grid, Ableton, Pro tools,

AI Visuals ♣
Stable Diffusion

Latest releases:

Guy Mandon:
Oh Mai
Tabasco Single & Video
◦ ¶ ♣

Selected Works past 4 Years

2023

Guy Mandon Duo Shows:
Regionale 2023 at Fabrique Hegenheim (FR)
CH-Support shows for Nand DIDI Community Art Projekt Karlstorbahnhof Heidelberg(D)
Δ ¶
Art in Public Spaces. All Aroun basel. Yasmin Albash "Full of love" ¶

Eine Laune der Natur. Δ ♣ ¶
Stable Diffusion Etudes. ♣

2022

Guy Mandon Potion of Love Single release. ◦ ¶
JKF 2022 Werbe Kampagne Sound Design und Komposition.
Master Arbeit: "creating an adaptive Music System" ◦ □ ¶
Momoranda (Fi) Δ
Dysmorphobia (Fi) Δ
Marble Madness(Fi)
Sound Design Etude Δ

2021

Bämeräng Videogame-Soundtrack
◦ □ Δ ¶
BandCamp Frontpage Appearance High Scores
Label contract with blackscreenrecords.

2019-2021

Ambient album released on bambientrecords LGM ◦ ¶

2020

Guy Mandon GIF X Album Release ◦