

Matt Conway

Sound Designer



www.mattsounddesign.com
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OBJECTIVE:

Highly skilled, imaginative, and passionate sound designer with over 10 years of experience in AAA game development and audio production seeking to employ my abilities with a studio and audio team determined to create the best audio within the industry.

WORK EXPERIENCE:

Senior Sound Designer - Zenimax Online Studios

Hunt Valley, MD
October 2009 - Current

Elder Scrolls Online (PC, Mac, Xbox One, PS4)

- Creation, design and implementation of high-quality audio assets for AAA multi-platform release.
- Recording, editing, implementing, mixing and mastering sounds for ambience, combat, player abilities, monsters, VFX, UI, animated characters, fixtures, and more.
- Responsible for rough mixing, DSP creation, and asset execution within the Wwise environment for all platforms.
- VO editing, balancing, processing, and mastering.
- Working closely with the Audio Programmer and Audio Director to design and plan various audio systems, tech and tools.
- Assisting other Sound Designers, collaborating, providing guidance, cultivating skills, mentoring, and helping them achieve their potential while hitting the quality bar.
- Sole owner of audio production for external-facing marketing efforts (videos, trailers, TV spots etc.).
- Assisting other studios within the Zenimax Corporation with various audio needs (Bethesda Game Studios: Fallout 4 and The Elder Scrolls Legends).

Audio Artist II - Electronic Arts Mythic

Fairfax, VA
February 2007 – October 2009

Warhammer Online (PC, Mac)

- Creation and implementation of high-quality audio assets for AAA release.
- Designing and implementing audio for monsters, character movements, ambiences, visual FX and multiple other art assets.
- Lead the design and processing of multiple VO styles for 6 different languages.
- Assisting in designing and implementation of various tech, tools and systems for the audio system by working directly with the Audio Programmer and Audio Director.

Intern/Contract Audio Specialist - Electronic Arts Chicago

Chicago, IL
June 2006 – February 2007

Def Jam: Icon (Xbox 360, PS3)

- Recording, designing, mixing and implementation of audio assets using proprietary middleware environment.
- Music editing and integration for the main mechanic of the title.
- Editing temp and final dialog assets for VO team.
- Updating and cataloging of sound effects in the Sound Miner SFX database.
- Assisting Sound Design and Dialog Leads in all areas.

SKILLS:

Sound Design: Recording, designing, mixing, mastering, integrating, and executing high-quality sound effects in both interactive, non-linear environments and linear mediums. Surround sound mixing techniques and design. Recording, editing balancing and mastering of dialog. Performing, miking and mastering of foley. Original source and varied field recording experience.

Software: Routing, tracking, mixing and designing with Reaper, Adobe Audition, ProTools, and Vegas DAW's. Editing, batching and mastering within Reaper, Adobe Audition, and Sound Forge audio editors. Utilization of multitudes of plug-ins (Waves, Native Instruments, iZotope, etc.). Music production and MIDI programming with Reaktor, Reason, Reaper and Ableton Live. Highly-knowledgeable with Wwise and Perforce along with quick grasping of proprietary toolsets. SFX database setup and maintenance with Basehead and Sound Miner. Proficient with JIRA and all Microsoft Office software.

Hardware: Knowledgeable of proper mic types, miking techniques, and usages. Experienced with both large and small format digital and analog consoles in studio environments as well as portable recording equipment used for field recording and location recording.

EDUCATION:

Bachelor of Science in Entertainment Business - Full Sail University

Winter Park, FL
Graduated: September 2005

Associate of Science in Recording Arts - Full Sail University

Winter Park, FL
Graduated: November 2004