

Matt Jacobson

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SUMMARY

Passionate, energetic sound designer with excellent communication and collaboration skills seeking post production audio positions for feature films, games, and related content. Experienced in field and studio recording, studio engineering, asset implementation, dialogue and SFX editing, and mixing.

EDUCATION and CERTIFICATIONS

Vancouver Film School, Vancouver, British Columbia, Canada **August 2015 - August 2016**
Diploma - Sound Design for Visual Media

Pyramid Studios: Core and DSP Programs, San Francisco, California **Jan 2013- December 2014**
Certification - Digital Sound Production - Interactive

Avid certified Pro Tools Certificate - Post/Music Production 310p & 310m, Waves Plugins

Northwestern University: Bienen School of Music, Evanston, Illinois, *Bachelor of Music* **Oct 2012**
Double Major: Sound Design and Technology, Tuba Performance
Over 60 classes in Psychoacoustics, Musicology, and Radio/Television/Film Specializations

SOUND DESIGN/ENGINEERING EXPERIENCE

Sound Designer, Freelancer, San Francisco, CA / Vancouver, BC, Canada **September 2014 – Present**

- **Kodos** - Lead sound designer, implementer, and sound supervisor for the game *Kodos*, which premiered to industry praise of the audio quality and excellent design. Administered all audio assets, including over 900 VO assets, to be used in the game using Wwise middleware. Managed a small four person audio team, delegating tasks and effectively communicating between the game designers and sound designers.
- **Monster Music Factory** - Recorded and edited SFX, and mixed dialogue for five short educational videos for the Hispanic Information Television Network. Received high quality reviews by both teachers and kids complimenting the audio as upbeat, energetic, and fun.
- **Gempacked!** - Created over 75 SFX, VO, and music assets for the initial launch of this iOS game by Pencil First Games. Received 5 star ratings on iTunes with thousands of downloads.

Intern, Pyramid Studios, San Francisco, CA

May 2013 – December 2013

- Microphone setup & engineering for live rock bands, string quartets, and voice over production.
- Assisted in setting up signal flow, patch bay, & pre mixing templates for 5 prof music projects.
- Provided thoughtful and constructive discussion about audio in multiple production roles among clients, sound designers, and producers.

SKILLS

Proficient in: Pro Tools 12 HD, FMOD Designer, FMOD Studio, Wwise, Unity, Perforce, Finale/Sibelius, Microsoft Word, Excel, PowerPoint. Knowledgeable in: Max 7, Kyma, Logic Pro X, ICON D-Command and DD Control 24 Consoles, Komplete 11 Software, Final Cut Pro 9, Adobe Premiere Pro.

INTERESTS: Tuba, Architectural Acoustics, Psychoacoustics, Powerlifting, Writing, Skiing, Gaming.