

Matt Ryan: Audio Artist

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6207 Buchanan St, Burnaby, BC V5B 2S4 Canada

EMPLOYMENT

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| Bioware <i>Edmonton, AB</i> August 2016 – June 2017 Mass Effect: Andromeda (Xbox One / PS4 / PC) | Audio Artist (TFT) Owned designing the alien Kett gun palette, helped design the combat patches and mix, designed and implemented level audio and creatures in FrostEd and ANT. Cut and mixed cinematics and trailers. |
| The Coalition <i>Vancouver, BC</i> June 2016 – July 2016 Gears of War 4 (Xbox One) | Sound Designer (Outsource) Designed both front end and back end UI SFX and stingers. Focused mainly on multiplayer sound sets including game type specific player feedback sounds as well as menu items. |
| Electronic Arts <i>Burnaby, BC</i> January 2015 – December 2015 EA Sports UFC 2 (Xbox One / PS4) | Audio Artist II (TFT) Responsible for designing, scripting, editing, mastering and implementing parts of the commentary system; ANT tagging; Cleaning audio with RX |
| Matt Ryan Sound April 2013 – Present <i>Some Credits:</i> SkyKeepers (PC) (2016) Audio Lead Duelyst (PC) (2014-2015) Sound Designer Uncharted (TV – Outdoor Network) (2014) Dialogue/SFX/BG/Foley Editor Basketball Doc (TV – KBS Korea) (2014-2015) SFX/Foley Editor | Freelance Sound Designer for Games and Film I've worked on 10 indie game titles, 16 short films, 1 documentary and 1 network TV series Editorial for linear audio post and 5.1 re-recording mixing. Multichannel Field recording trips including a blacksmith on Vancouver Island. Recorded different mic perspectives for use in a 3D game environment. Full Credit list: http://www.linkedin.com/in/mattryansound IMDb Film Credit List: http://www.imdb.com/name/nm6034802/ |
| Whitebox Games <i>Vancouver, BC</i> Dates: May 2014 – July 2016 Warhammer 40K: Dark Nexus Arena (PC) | Technical Sound Designer (Contract) Designed and implemented SFX including weapons, creatures, abilities and Foley using FMOD Studio, Unreal 4 and Unity 5 on Dark Nexus Arena and two unannounced projects. Implemented all speech and interactive music. |

EDUCATION

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| Vancouver Film School 2012 - 2013 | Sound Design for Visual Media (Diploma with Honours) |
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Tools and Skills

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| Design: | Pro Tools HD, Ableton Live, Insight, Spectral RX, Waves, Native Instruments, FabFilter, Max4Live, Serum, Reaktor, Soundforge, Basehead |
| Integration: | Frostbite including patches and schematics, Unreal 4, Wwise, FMOD, Unity 5, Context, Excel, Access, Windows, OSX, basic coding, python, MaxMSP and CryEngine knowledge |
| Recording: | Monitoring game engine in DAW with meters while designing, M/S stereo, large microphone arrays, Impulse Responses, Location Sound, Foley performing and recording, ADR/VO engineering/editing |
| Gear: | Modular synth rig, SD 702T, Sennheiser MKH-8040, MKH-30, MKH-8060, Contact, EMI and Hydro Mics, Adam monitors, proficient on mixing consoles |

References

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| Michael Kent – Audio Director at Bioware | (780) 668 4320 |
| My team lead on Mass Effect: Andromeda | mikek@bioware.com |
| Real Cardinal – Audio Artist at Bioware | (780) 200 7325 |
| Worked together to redesign the combat of Mass Effect: Andromeda | realc@bioware.com |

INTERESTS

- Modular synthesis.** I've been building my own system including soldering a couple DIY Serge modules. I like using real world inputs like contact mics and photo resistors as CV generators for an organic touch.
- I love mixing games.** I enjoy the nitty-gritty of making all the elements compliment each other and making sure the player always has the relevant feedback required for that moment, especially in combat situations.
- Organizing the Tree of Audio: A centralized audio team at Game Jams
- Gaming on console and PC; lately I've been playing Rise of the Tomb Raider
- Restoring vintage Volkswagens and motorcycles

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