

MATT CALLAHAN

SOUND DESIGNER

WORK HISTORY

Matt Callahan Audio *June 2021 - present*

Freelance Sound Designer

- Design audio assets in Reaper through Foley recording, synthesis and royalty-free sound libraries for interactive media.
- Implement sounds and music into game engines (Unreal and Unity) using middleware (Wwise and FMOD) and native audio systems.

GDC Conference Associate *March 2023 – March 2023*

- Coordinate logistics and scheduling with other associates and staff to ensure that GDC ran smoothly and properly.

Podcast Editor *March 2017 – present*

“The Worst Music You’ve Ever Heard”

- Edit dialogue from both in-person and remote recording sessions.
- Edit music for inclusion into the show.

Adjunct Music Technology and Music Professor *July 2017 - present*

- Program and teach music technology and music courses within the Los Angeles Community College District, Rio Hondo College District, Riverside Community College District and Barstow Community College District

SELECT WORKS

Icopult (Mobile, PC, Switch, Unreleased)

Kintsugi Interactive

- Plan and design audio assets for a 2D destruction physics game.
- Implement effects and music into Unity, while accounting for the diverse platform scope of the project.
- Coordinate with a team of other developers to ensure standard of quality across the project.

End of Day (PC, 2023)

Week Sauce Jam (April 2023)

- Created audio assets for a stealth action game and implemented assets and music into Unity via FMOD.
- Coordinated with a team of audio professionals to delegate audio tasks and ensure audio quality throughout the project.

Drone Swarm (PC, 2022)

Implementation Demo

- Created sound effects and implemented them into a first-person shooter in Unreal 5 using Wwise.
- Designed a dynamic enemy proximity system that informed players of enemy proximity and numbers.
- Implemented smoothly transitioning indoor and outdoor reverb zones.

CONTACT

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MattCallahanAudio.com

SKILLS

Sound Design
Audio Implementation
Sound Synthesis
Dialogue Editing
Field Recording
Foley Recording
C++
C#
Python
Blueprints

SOFTWARE

Reaper
Wwise
Unreal Engine 4
Unreal Engine 5
Unity
FMOD
iZotope RX
Soundly
Pro Tools

EDUCATION

Claremont Graduate University
Master's in Music
UC Riverside
Bachelor's in Music

LANGUAGES

English- Native
French- Conversational