

# MATT FISHER

## SOUND DESIGN & GAME AUDIO

Rego Park, NY, 11374, USA  
mfishersound@gmail.com | +1 (631) 575-6249  
demo reel: [mfishersound.com](https://mfishersound.com)

### EDUCATION AND ACCREDITATION

#### NEW YORK UNIVERSITY STEINHARDT, New York, NY, USA

*Master of Music* in Music Technology, December 2020 (*anticipated*)

Academic: 3.72 GPA (*current*)

Relevant coursework: Game Audio (A); 3D Audio (A); Audio for Video (A)

Thesis: *Creating an Audio-Only Gaming Experience Using Immersive Audio and Virtual Reality*

#### BERKLEE COLLEGE OF MUSIC, Boston, MA, USA

*Professional Certificate* in Game Audio Design and Production, Aug. 2018

Academic: 4.0 GPA

Relevant coursework: Intro to Game Audio (A); Game Audio Production with Wwise (A)

#### UNIVERSITY OF HUDDERSFIELD, Barnsley, UK

*Bachelor of Arts with Honours* in Popular Music, Jun. 2010

Academic: Upper-Second Class

#### ASSOCIATED BOARD OF THE ROYAL SCHOOLS OF MUSIC, London, UK

*Grade 5* in Music Theory (*with distinction*), Aug. 2005

#### ROCKSCHOOL LTD., Teddington, UK

*Performance Certificate* in Drums (*with distinction*), Jun. 2004

#### TRINITY COLLEGE LONDON, London, UK

*Grade 8* in Drums (*with distinction*), Feb. 2002

### HONORS

#### GAME AUDIO NETWORK GUILD (G.A.N.G.) SCHOLAR, 2019

One of five students selected on the basis of demonstrated motivation and high achievement in the field of game audio. G.A.N.G. Scholars receive a full scholarship to attend GameSoundCon in Los Angeles, CA.

### PROFICIENCIES

**DAWs / SOUND EDITORS** | Reaper, Pro Tools, Adobe Audition, Audacity

**AUDIO MIDDLEWARE** | Wwise, FMOD

**SOFTWARE** | Unreal Engine 4, Unity, Blueprints Visual Scripting, Visual Studio (C# scripting), Mutant sound file manager, Max/MSP, Git, Adobe Premiere Pro, Microsoft Office, Slack, Notion

**PLUGINS** | SoundToys, FabFilter, Waves, iZotope, Valhalla, SoundHack, Krotos, Xfer, Cockos, etc.

**MUSICAL INSTRUMENTS** | drum kit (expert), cajón (expert), ukulele (intermediate), piano (basic), guitar (basic)

**ADDITIONAL SKILLS** | foley, field recording, live sound

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### SOUND DESIGN EXPERIENCE

#### SELF-EMPLOYED, Remote

*Sound Designer*

Nov. 2020 – present

Contractor on an unannounced RPG. Create wide variety of assets and variations. Coordinate with Audio Lead to ensure audio fits the design vision.

#### NYU FUTURE REALITY LAB, New York, NY

*Lead Sound Designer*

Feb. 2020 – Nov. 2020

Lead Sound Designer for a VR project displayed at SIGGRAPH 2020. Created audio assets and implemented in Unreal Engine 4. Supervised and coordinated with composer and technical sound designer. Communicated audio design decisions with Creative Lead Designer.

#### PARALLUX, remote

*Sound Designer*

Jul. 2020

Designed several UI, foley, and ambient sounds for the Virtual World Builders display for Comic-Con@Home.

### OTHER EXPERIENCE

#### GAME AUDIO NETWORK GUILD AUDIO ACCESSIBILITY COMMITTEE

*Vice-Chair*

Oct. 2020 – present

Organize committee to judge new category of Excellence in Audio Accessibility for the Game Audio Network Guild awards. Co-write article for G.A.N.G. quarterly newsletter.

#### LEVELS, GREAT NECK LIBRARY, Great Neck, NY

*Music Director & Coordinator / Sound Designer*

Jul. 2017 – present

Sound design for theatrical productions. Record and produce student work. Conduct orchestra for theatrical productions, coordinate rehearsal times and ensure high quality musicianship. Write, perform, and record music for events. Teach music workshops.

#### INTERNATIONAL GAME DEVELOPERS ASSOCIATION (NYC), New York, NY

*Editor & Communications Coordinator*

Feb. 2019 – Nov. 2020

Curated and edited monthly newsletters. Trained and supervised new volunteers. Posted new job offers, classes, events, etc. on IGDA NYC forum. Managed calendar of events. Liaised with chairperson and other board members. Volunteered at IGDA events.

#### SELF-EMPLOYED, UK/US

*Session Drummer/Drum Teacher*

1998 – 2017

Performed as session drummer in both live and in studio recordings. Performed in numerous bands spanning a multitude of genres. Taught students from child to adult on a private basis.

### HOBBIES

Video games, reading, NYC Soccer men's league, language learning.

#### MEAXIC, US

*Drummer*

Oct. 2016 – present

Play drums in progressive rock/metal group. Collaborate with bandmates to compose songs. Compose drum parts. Record songs in professional studio. Assist with recording and mixing processes. Perform live shows.