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MATTHEW COPELAND

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OBJECTIVE To secure a hands-on audio position in the game industry in order to maximize my abilities as a sound designer/engineer

EDUCATION **California State University, Chico**
Double B.A. Recording Arts/Music Industry – *Grad. Fall 2008*
M.A. Music – *In progress*
B.A. Business Administration/Marketing – *Grad. Spring 2004*

WORK EXPERIENCE

Insomniac Games: Sound Design Intern – *Durham, NC 2010*

- Designed multiple sound effects for retail release (Pro Tools); edited dialog/vocal effects (Sound Forge); created dynamic sound banks (SCREAM); hooked up audio assets to coded in-game events and animations (FX Conduit); created/edited sound effects for announcement trailer
- (Ratchet and Clank: All 4 One)

Take-Two Interactive (2K Marin): QA Co-Lead Analyst – *Novato, CA 2009-2010*

- Quickly promoted to a leadership position after initial hire; responsible for managing core QA team members; coordinated with the audio department to detect middleware issues and localization discrepancies
- (BioShock 2 and XCOM)

Chico State Game Studios: Audio Engineer/Composer – *Chico, CA 2008*

- Facilitated audio development; recorded and edited in-game dialog; created DSP sound effects; composed interactive score
- (High Noon)

SuperVillain Studios: Contract Composer – *Santa Ana, CA 2008*

- Musical composition for gameplay, cutscene and credit reel
- (Order Up!)

Tolar Audio Video Lighting: Sound Reinforcement Tech – *Chico, CA 2008*

- Studied live mixing and monitoring techniques; configured concert-grade audio equipment arrays for multiple artists, events and venues

Electronic Arts: QA Tester – *Redwood City, CA 2008*

- Detected audio/visual bugs; updated databases for multiple SKUs; worked jointly with development staff toward known bug resolutions
- (Rock Band 2)

SOFTWARE/HARDWARE EXPERIENCE

Software: Sound Forge 10, Logic 9, Pro Tools 8 LE, SCREAM, FX Conduit, Wwise, FMOD Designer, Peak Pro 6, Soundtrack Pro 3, Reason 3, Waveburner, QuickTime Pro, Kontakt 4, Vienna Instruments, Absynth 5, EXS24, ModPlug Tracker, Sprocket, TestTrack Pro, BugZilla, Unreal Engine 3, Microsoft Office 2007

Hardware: (Boards) Mackie, Allen & Heath, (Interfaces) TASCAM, M-Audio, (Controllers) Korg, Roland, (Miscellaneous) assorted microphones and DSP

DAW Platforms: Macintosh OS X (10.3-10.6), Windows (XP/Vista)

ASSOCIATED KNOWLEDGE/ABILITIES

Recording: Foley, field, studio and VO – *3 years exp.*
Mixing: Stereo and surround – *3 years exp.*
Sequencing: MIDI, synthesizer and sampler programming – *10 years exp.*
Composition: Original, arrangement and transcription – *17 years exp.*
Musicianship: Piano (trained), trumpet and acoustic guitar – *21 years exp.*
Programming Fundamentals: Objective-C 2.0, Lua and HTML – *1 year exp.*
Trade: Cable soldering and boom operation – *1 year exp.*

AFFILIATIONS

Game Audio Network Guild: Bronze Member – *2005-2010*
Audio Engineering Society: Student Member – *2006-2007*
CSU Chico Songwriters Guild: Program Coordinator – *2006-2007*