MATTIA ZUCCHELLI

matzucchelli@gmail.com

mattiazucchelli.com

+44 7470699204

Senior Audio Designer with 6+ years of technical and creative experience in **interactive media**.

Multiple **AAA titles** shipped, winner of the 2021 **Best Audio Design** Game Award for *Forza Horizon 5*.

EXPERIENCE

SENIOR AUDIO DESIGNER at PlayStation London Studio London/Hybrid: 02 2023 – present

- Ownership of entire technical and creative audio design pipeline for unreleased fantasy project
- Sound design asset creation, Wwise implementation, engine visual scripting
- Development of engine and Wwise audio tools, features and systems with programming team
- Release and milestone mixing sessions, PS5 3D and object-based setup
- · Liaison with all disciplines and communication with other PlayStation studios

AUDIO DESIGNER at Playground Games/Xbox Game Studios Leamington Spa: 03 2020 – 01 2023

- Audio design for UI, cinematics, ambience and VO for Forza Horizon 5 and DLCs
- Development of implementation systems using FMOD and custom game engine
- Field recording, editing and mastering of ambience quads and world emitters
- Ownership of dialogue system and voiceover assets, direction of recording sessions
- Mentoring of Junior and Associate roles

Asst. AUDIO ARTIST at Electronic Arts

Madrid: 05 2019 - 12 2019

- LOC dialogue editing and mixing for Star Wars Jedi: Fallen Order
- Mixing of 5.1 and 7.1 cinematics with VO, sound effects and music
- Additional sound design for pre-rendered cinematics
- Creation of custom VO mastering pipelines in Reaper/Pro Tools

DIALOGUE EDITOR at Apple

Los Angeles: 04 2018 - 04 2019

- Recording and editing of voiceover assets
- Editing, mixing and mastering of VO stems
- Creation of custom mastering pipelines for each localized language

EDUCATION

BERKLEE COLLEGE OF MUSIC

2014-2017

- Bachelor of Music
- Electronic Production and Design
- GPA 3.9 out of 4.0 Summa cum laude
- Two scholarships

SKILLS

- English, Italian, German, French, Spanish
- Pro Tools, Reaper, Dolby Atmos and multichannel mixing
- Wwise, FMOD, Unity, Unreal, custom game engines, blueprints, Java, JavaScript, C++
- Azure DevOps, Jira, Perforce, GitHub