Mattie Rosen
Sound + Dialogue Designer

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Education
University of Southern California, Los Angeles, CA - School of Cinematic Arts - Graduated May 2021
Bachelor of Arts, Interactive Media and Game Design | Minor in Game Audio

Skills
- 2+ years of **AAA game development** experience | 4+ years of **audio design** experience
- **Specialized in:** Sound Recording + Design + Implementation | Dialogue Recording + Coordination + Implementation
- **Software:** WWise, Excel, Pro Tools, Audacity, Reaper, iZotope Plugins, FMOD, Sublime Text, Jira, Confluence, Miro
- **Languages:** Proficient in C# (especially with Unity + Wwise integration) | Proficient with Lua-type script

Professional Experience

The Last of Us: Part II Remastered from Naughty Dog | Associate Dialogue Designer   (Feb - Oct 2023)
- Sourced + curated content from original game to create new buckets for No Return game modes
- Helped design and implement new dialogue events for No Return game modes
- Designed dialogue and commentary interactions for all "Lost Levels"

In-Development Multiplayer Project from Naughty Dog | Associate Dialogue Designer   (Aug 2022 - Mar 2023)
- Designed + implemented dialogue system for pickups, weapons, and interactables
- Collaborated with designers to create and implement an intuitive ping system
- Reviewed lines written by Narrative team with the Dialogue team
- Worked closely with Production to create and manage sprints and milestone expectations

The Last of Us: Part I from Naughty Dog | Associate Dialogue Designer   (Jan - Aug 2022)
- Fixed bugs for both gameplay and systemic vox
- Tuned gestures, emotions, and timing throughout IGCs and playable conversations
- Scripted conversation logic to account for a variety of play styles

Spiderman 2 from Insomniac Games | Audio Design Intern   (Jun - Oct 2021)
- Edited + mastered efforts: adjusted fades, adjusted gain to hit requirements using Insight 2, and cleaned up clicks and other mouth sounds with RX 8
- Implemented velocity-based RTPC switch groups in Wwise for 50+ kickable physics objects based on how hard a player kicks/contacts an object
- Created an "object zoo" with 50+ physics objects located in rooms labeled and organized by material and game location; added teleportation capabilities to make navigating through the "zoo" faster and easier
- Edited narration, added SFX, and implemented music and actor reads for rough cut cinematics
- Restructured Wwise architecture for more streamlined implementation

Crescendo – A 2D fighting game with emergent musical elements | Lead Audio Designer   (Jun 2020 - May 2021)
- Mixed and implemented all SFX and music tracks (90+ Wwise events)
- Authored system of Wwise states that tracked the player's action, selected instrument, and boss action for each of the three boss phases
- Mixed and implemented reactive audio tracks using Wwise's Interactive Music layout