
Matthew Grimm
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Phosphor Games

2011 – Present

Audio Lead

- Responsible for overseeing all aspects of audio for multiple projects. Established and maintained well-defined audio aesthetics. Coordinated with publishers, contractors, composers and voice talent. Created original and compelling content for all games.
 - Titles:
 - Kinect Advantures!
 - Kinect Fun Labs
 - The Dark Meadow
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Netherrealm Studios

2009 – 2011

Senior Sound Designer

- Created sound effects, mixed surround cinemas and music, recorded source audio and dialog, authored and implemented final assets.
 - Titles:
 - F.E.A.R. 3
 - Mortal Kombat
 - Batman Arkham City: Lockdown
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Midway Games Chicago

2007 – 2009

Audio Lead

- Analyzed audio requirements and devised system for in game execution.
- Designed proprietary authoring and run time audio tools and coordinated their implementation with outsourcer.

Senior Sound Designer

- Created sound effects, mixed surround cinemas and music, recorded source audio and dialog, authored and implemented final assets.
- Titles:
 - Mortal Kombat vs. DC Universe
 - Game Party 1 – 3
 - This Is Vegas
 - NBA Ballers: Chosen One
 - Blitz the League 2
 - John Woo Presents: Stranglehold

Freelance Sound Designer

2002 – 2007

- Created sound effects, mixed surround cinemas and music, recorded source audio and dialog, authored and implemented final assets.
 - Titles:
 - Fight Night Round 3
 - Wrestlemania 21
 - Mortal Kombat: Shaolin Monks
 - Blitz the League
 - Lord of the Rings Pinball
 - Johnny Nero Action Hero
 - Silver Strike Bowling
 - Sopranos Pinball
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Electric Lounge

2006 – 2008

Pro Tools Instructor

- Specialized in post-production and midi sequencing. Taught multiple course levels. Offered private instruction and on location technical support.
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Airstream Audio

2006 – 2007

Audio Engineer

- Recorded VO and foley, sound design and mixing for TV and radio spots. Other responsibilities included ISDN operation, scheduling and DVD authoring.
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EV Productions

2005 – 2006

Audio Engineer

- Tracked bands, mixed and mastered music, created sound effects, authored DVDs.
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Tools

- Content Creation: Pro Tools HD, Vegas, Sound Forge, Peak
 - Development: UE3, FMOD, Wwise
 - Additional: Soundminer, Netmix, Basehead, Twiki formatting
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Education

2000-2004

- Columbia College Chicago
 - BA in Audio Arts and Acoustics with a Concentration in Sound for Film.
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References

- Available On Request