

MATTHEW "DIZZY" ANGELES



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PROFILE

My name is Matthew Angeles. I am a 29 year old audio engineer and sound designer. I have 10 years of experience with Logic Pro X, 3 years of recording studio engineering, and 1 year of video game sound design. My skills are focused on digital content creation, audio engineering techniques and in-person social interactions related to the music industry.



KEY COMPETENCIES

Sound synthesis
Music theory
Spatial audio design

Game audio implementation
Mixing and mastering
Dialogue normalization

Remote collaboration
Adaptability
Networking

Team leadership
Project coordination
Client relations



PROFESSIONAL EXPERIENCE

DIRECTOR OF SOUND

FEB 2023 - PRESENT

Roswell's Journey - https://store.steampowered.com/app/1522700/Roswells_Journey/

As the Director of Sound, I streamline processes and oversee the entirety of the sound department. I supervise sound design projects, ensuring quality and efficiency. Additionally, I oversee the implementation of innovative audio techniques in game soundtracks.

- Coordinated, led, and facilitated team meetings to optimize creation and implementation processes.
- Played a key role in discussing and negotiating revenue shares and splits for the sound department.
- Crafted and integrated sound effects for a 3D platformer video game which include upwards of 20 individual characters
- Worked closely with a team of sound designers and audio engineers to develop a dynamic and immersive soundscape
- Composed musical scores for game soundtracks featuring adaptive audio and vertical compositions.

LEAD SOUND DESIGNER

NOV 2023 - PRESENT

Night Nurse

In my role as Lead Sound Designer for Night Nurse, I've led the sound team members and guided us toward creating a cohesive soundscape reflective of the game's universe. Additionally, I've spearheaded voice actor efforts through marketing and recording session management.

- Crafted captivating SFX using Logic Pro X.
- Composed compelling original music compositions tailored for the game.
- Orchestrated voice actor acquisition efforts, overseeing casting calls and auditions.
- Directed and facilitated recording sessions with precision and expertise.
- Meticulously edited audio clips to ensure seamless integration.
- Played a pivotal role in implementing voice actor audio and other game audio elements.



LEAD SOUND DESIGNER

FEB 2023 - PRESENT

Red Entropy - https://store.steampowered.com/app/2422810/Red_Entropy/

As the Lead Sound Designer for Red Entropy, I've meticulously crafted every sound in the game, spanning from UI elements to environmental effects, music, and character soundscapes. Additionally, I played a key role in producing the game's trailer, which received high acclaim with a 9/10 rating for its sound design from a unique game tester festival.

- Crafted comprehensive sound design for all aspects of the game, including UI, environment, music, and character soundscapes.
- Played a pivotal role in creating the game's trailer along with A/V showcases.

LEAD PRODUCER

NOV 2023 - PRESENT

Night Nurse

As the Lead Producer for Night Nurse, I oversee the entire development of our game from programming to marketing and everything in between. Leading a team of producers, I am able to optimize all areas of development through our collective efforts. Additionally, I ensure departmental goals are achieved on a daily basis.

- - Coordinate all staff meetings and disseminate important updates and information.
- - Manage email correspondence and social media engagement related to the game.
- - Ensure departmental goals are met by unblocking blockers, optimizing efficiencies, and streamlining cross-team communication.
- - Lead a team of producers to delegate tasks and enhance overall team productivity.

RECORDING ENGINEER

NOV 2023 - PRESENT

Unlabeled Music Services - <https://www.unlabeledmusic.com/>

As a Recording Engineer at Unlabeled Music Services, I excel in all areas of audio recording and mixing techniques. Additionally, I have experience teaching, producing, and working with all genres. Moreover, I possess the expertise and comfort to work in any recording environment. These skills have resulted in a significant increase in 5-star Google reviews for our company which led to increased sales and exposure in Q4 of 2023.

- - Proficient in recording, editing, mixing, and mastering across all genres.
- - Experienced in coaching vocal talent in the recording booth.
- - Capable of recording and producing radio-ready tracks within 1 - 2 hours.
- - Skilled in working with both single artists and large groups in single sessions.
- - Proficient in troubleshooting recording equipment, microphone placements, and recording room treatment.

ASSISTANT AUDIO ENGINEER

SEP 2023 - PRESENT

Mission View Baptist Church - <https://missionview.churchcenter.com/home>

In my role providing audio assistance for worship services, I've supported audio engineers during numerous services, facilitated the operation of sound equipment during live events, coordinated audiovisual elements including streaming, and assisted with soundboard operations.

- Assisted audio engineers during worship services.
- Aided ministry personnel in operating sound equipment effectively during live events.
- Assisted in audio capture and coordinated visuals on all screens, including streaming through OBS and Proclaim presentation software.
- Contributed to microphone and speaker placement, as well as soundboard engineering and troubleshooting.



EDUCATION

SEP 2020 - 2023

FULL SAIL UNIVERSITY

Bachelor of Science in Music Production

Certification in Digital Media Communications



OTHER ROLES

LEAD PRODUCER AND SOUND DESIGNER - VARIOUS GAME JAMS

<https://itch.io/profile/dizzyangeles>

- Tumble's Betrayal
- Plushmine Adventure

RECORDING ARTIST - DIZZY ANGELES / @DIZZYANGELES

<https://unitedmasters.com/a/dizzyangeles>



REFERENCES

AVAILABLE UPON REQUEST