

Matt Warner

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Education

Game - Art

Specializing in Audio design and systems while also developing skills in 3D Modeling, Texturing, Animation, and Unreal Engine systems.

Algonquin College of Applied Arts and Technology - Ottawa, ON

September 2025 to Present

Music Industry Arts

Learned Pro Tools and Logic within a professional studio environment on an SSL Console, with various outboard gear

Algonquin College of Applied Arts and Technology - Ottawa, ON

September 2022 to August 2023

General Studies in Visual Effects, Focus on Houdini & Motion Graphics

Focus on simulations with SideFX Houdini, modeling & animation with Autodesk Maya, and motion graphics + video editing with the Adobe Suite

Self-Taught - Ottawa, ON

January 2020 to 2022

Interactive Media Design - Full Semester (90% average)

Primarily learned graphic design and web design

Algonquin College of Applied Arts and Technology - Ottawa, ON

September 2019 to January 2020

High School

Canterbury High School - Ottawa, ON

2015 to 2019

Work Experience

Audio Designer (Lead) - Resultare

Good Day Games - Ottawa, ON

Dec 2024 to Present

- Designed and created all Sound Effects and composed Interactive Music for the game
- Implemented all audio through Audiokinetic Wwise and integrated it with Unity's pipeline
- Mixed and mastered audio to comply with industry standards and ensure consistent, high-quality playback on different devices

- Created 3d models, textures, and animations for game assets
- Created and implemented the majority of the game's pixel art
- Played a significant role in the conception of gameplay ideas

Lead Event Technician

Encore Global - Ottawa, ON

Sep 2023 to Present

- Set up and operated Audio and Video equipment for events
- Provided on-site technical support and troubleshoot technical problems efficiently
- Configured microphones and speakers for both live and recorded material
- Created and maintained positive customer relationships
- Trained new employees with gear and workflows

Additional Information

SKILLS

DAWs (Pro Tools, FL Studio (8 Years), Logic, Ableton Live, Reaper, Audition) • Audiokinetic Wwise • SSL Studio Console • Autodesk Suite (Maya, 3ds Max, Revit) • SideFX Houdini • Adobe Suite (Photoshop, Premiere Pro, After Effects, Illustrator, Substance Painter) • Microsoft Office • Computer Assembly • Unity • Unreal Engine

Fluent in English

Intermediate French

REFERENCES

Available on Request