

Joshua Matthews

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Website: <https://joesua.com> Portfolio: <https://bit.ly/jmatthewsportfolio>

Music Composer • Sound Designer • Audio Engineer

Skills & Equipment

- Macbook Pro 2011
- Logic Pro X
- Pro Tools 11
- Komplete 12 Ultimate CE
- UAD Apollo Twin MKII
- Eris E8 Studio Monitors
- Unreal Engine 4
- Spitfire Audio Albions I-IV
- EWQL Composers Collection
- Eduardo Tarilonte Era Series
- Studio One 3
- Sibelius

Experience

Grover Gaming 01/2018 – Present

Roles: Music Composer / Sound Designer

- Composing the audio effects and music for over 13 game titles.
- Composition and arrangement of original audio tracks and modular sound effects for use in a wide variety of projects.
- Reviewing and updating in-house audio workflow.
- Communication and collaboration with art teams to expedite production process.
- Communication and collaboration with programming team for audio implementation, audio asset placement within game environment and events.
- Recording and editing of voice-overs and in-game dialogue.

Freelance 01/2016 – Present

Role(s): Music Composer / Sound Designer

- Being & Becoming (Indie Game 2020)
 - Responsible for conceptualizing, designing and editing of sound effect assets.
- Unreleased Fighting Game (Ongoing)
 - Responsible for creation of original music and loop editing for game implementation.

Impact Soundworks 07/2018 – Present

Role(s): QA Tester / Demo Composer

3 Sample Libraries Shipped

- Music Production
 - Document and log discovered errors and discrepancies using Gitlab.
 - Write original musical music showcasing the Kontakt sample library's features and performance quality.



Materia Collective 06/2016 – Present

Role(s): Music Composer / Arranger

Email: info@materiacollective.com

- Music Production
 - Transposed pieces from one instrument to another and one key to another to create new listener experience.
 - Arranged and remixed original scores and to adapt them for different musical genres and styles.

Indie Game Title: Chronicle Abyss (Unreleased) 09/2013 – 12/2016

Indie Developer: Nue Technique Studios LLC

Role(s): Music Composer / Sound Designer

Team Lead: Cameron Cooper

Phone: (443) 517-7879

Email: cameronrok@gmail.com

Responsibilities:

- Music Production
 - Creation of narrative driven music.
 - Prompt editing of audio assets following Team Lead's feedback
- Sound Design
 - Crafting unique audio assets for all characters, sequences and events.

Education

Full Sail University – Winter Park, FL

09/2013 – 07/2016

Bachelors of Science Degree in Music Production

Degree Received

Volunteer Work

Rockville Seventh-Day Adventist Church

09/2012 – 12/2017

727 W. Montgomery Ave. Rockville, MD 20850

Director Aldric Santos - (240) 476 - 9771

Role: Mix Engineer

- Live Mixing for Choir and Band.