

## **Matthew Wood**

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[www.mattwoodaudio.com](http://www.mattwoodaudio.com)

### **Experience**

#### **Freelance Audio Engineer, CA ▪ September 2012 – Present**

Recording, editing, sound design and mixing for a variety of media formats

- Recording, Sound Design and Mix for companies such as Google, Peet's Coffee, Uber, Facebook, Apple, Microsoft, Union Bank, AAA, Yahoo, Audi and Teva
- Clients include Eleven Inc, Google, One Union Recording, AKQA, Studio Guapo, French Press Films, News Broadcast Network and Studio Trilogy
- Responsible for final audio quality on national and international productions
- Coordinate audio budgets with clients and outside vendors
- Direct and interact with music houses and libraries when appropriate
- Advise clients on hardware and software purchases, room design and workflow practices

#### **Crescendo! Studios, San Francisco, CA ▪ November 2005 – October 2012**

Audio Post Production facility

##### **Senior Engineer**

Responsibilities focused on providing creative and technically correct audio for a wide variety of projects. These ranged from recording pristine voice over and dialog and precise audio editing to custom sound design and surround sound mixes. Secondary responsibilities included music and sound effect library management, central machine room and studio maintenance, inventory and database management and assistant engineer training.

- Consistently over-delivered on quality audio for national and multinational clients including Google, Microsoft, Yahoo, Visa, Nike, Priceline.com, Adidas and Comcast.
- Worked closely with respected advertising and marketing agencies and their creative directors including: Goodby, Silverstein and Partners, AKQA, Teak Digital, McCann Erickson, Wild Brain, Ogilvy One and Butler, Shine, Stern and Partners.
- Received personal recognition from Shoot Magazine for multiple projects and from the Association of Independent Commercial Producers (AICP) for a Partnership for Drug Abuse Education (PDFA) commercial residing in the permanent collection of the Museum of Modern Art.
- Proven ability to work in a quick paced, tight deadline, professional environment.

- Successfully directed voice talent to deliver audio reads to client specifications, including pacing, timing, pronunciation and inflection.
- Drove audio quality on various projects including; web content, television and radio commercials, apps, corporate videos, feature and short films, video games, television shows, ADR, audio books, instructional videos and other audio needs.
- Received “Best In Show” awards in domestic and international film festivals, for my work on sound design and mix for film.
- Created multiple databases in FileMaker Pro for music licensing, client contacts and ADR take sheets to increase efficiency in accounting, marketing and audio editing.
- Experience as a Producer for “News Broadcast Network Radio Media Tours”. Including tight deadline, live broadcast situations.
- Recorded Sound effects, Foley and actors in various environments, both isolated and in the field.
- Maintained and helped build a 35,000 plus Soundminer Sound Effect Database.

**Crescendo! Studios, San Francisco, CA ▪ December 2001 – November 2005**

Audio Post Production facility

**Assistant Engineer**

Assisted Senior Engineers on national and multinational television and radio commercials as well as ADR and other audio sessions.

- Ensured session stayed within time and budget.
- Coordinated delivery of elements and final products with agency producers and editors
- Filled in as 1<sup>st</sup> Engineer when appropriate due to scheduling conflicts, client requests or heavy workloads.

**Duralux Audio, Berkeley, CA ▪ November 2001 - April 2005**

Mobile music recording

**Co-Owner/ Engineer**

As a Co-owner of Duralux Audio, my responsibilities included marketing and advertising, along with print ads and demo reel compilation. In addition, setup and tear-down for all sessions and engineering duties which consisted of recording, editing and mixing songs and albums for up and coming bands in a wide array of genres.

- Recorded albums and singles with portable audio gear to allow musicians to be in familiar and comfortable surroundings and able to focus on the creation of great music.
- Worked in a wide range of music styles such as Rock, Hip-Hop, Bluegrass, and Jazz

## **Education**

Expression Center for New Media (Expression College for Digital Arts) ▪ 2000-2001  
Sound Arts degree

## **Technical Experience**

Experienced in using a wide range of industry standard equipment including: Mac and PC computers, Pro Tools, Nuendo, and Logic Digital Audio Workstations, Soundminer, Native Instruments, QuickTime Pro, DVD Studio Pro, Final Cut Pro, FileMaker Pro, ISDN, Source Connect, Avid control surfaces, Otari, SSL and Studer large format consoles, multiple microphones, Waves and other industry standard plugins, HD and SD video decks, Dolby encoders and decoders in software and hardware, ADR streamers, and CALM Act loudness meters.

References available upon request

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