

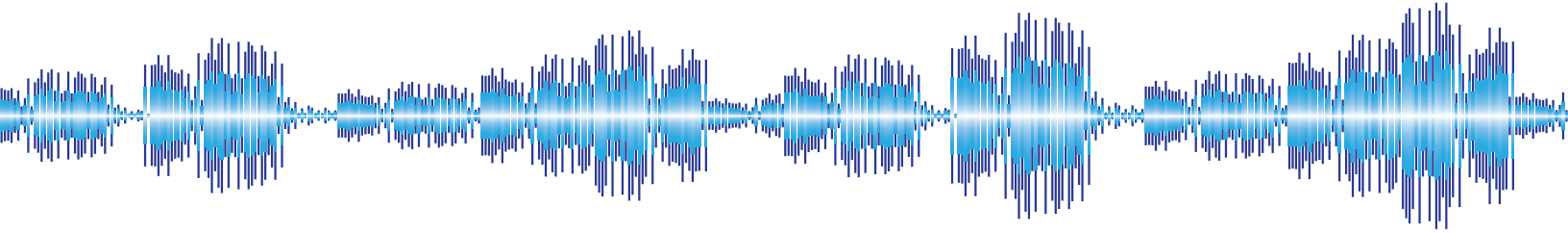
# MATTHEW CITRONI

Sound Designer, Audio Engineer, Composer

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## PROFILE

Enthusiastic and positive graduate who has strong leadership skills, proficiency in sound recording and musicality, and the ability to combine own talents with the strengths of others to complete tasks at hand. Motivated individual who takes pride in creativity and building relationships with the collaboration of others. Self-confident individual who values the success of a diligent work ethic and the challenges it offers. Energetic personality with success in problem solving, coaching others, responsibility and creativity.

## EDUCATION

### **University of Massachusetts – Lowell | Bachelor of Music, Sound Recording Technology**

Graduation: Fall 2010, with Cum Laude Honors

Courses include: Critical Listening, Audio Theory, Sound Synth, and Multitrack Production

### **Northern Essex Community College, Haverhill MA | Associates in Liberal Arts, Music Option**

Graduation: Spring 2008, with High Honors

## WORK EXPERIENCE

### **2011 - present: Freelance Sound Design and Composition**

Clients / Work include: NJ Investments (Rainville iPhone game), Defective Studios (promo trailer), iPwn Studios (sound design/voice work), Silvercreek Entertainment (sound design).

### **May 2010 - present: dSonic Inc. | Brookline, MA**

Duties: Creating sound effects, capturing video of game-play footage, editing audio and video, implementing audio assets into video game engines, research and organization according to company's standards and specifications.

### **Sep. 2009 - May 2010: UMass Lowell Sound Recording Technology Supervisor | Lowell, MA**

Duties: Signing out studio time for fellow colleagues, delivering tours to potential students that are interested in the Sound Recording Technology program at UMass Lowell, studio monitoring and general maintenance.

### **2000 - 2003: Triton Regional High School | Byfield, MA**

Duties: Assisting in the duties of setting up live sound productions in the high school's auditorium, running cables to the stage and communicating through headsets to attain production goals, maneuvering spotlight for concert productions, maintaining live sound through Peavey mixer, establishing live sound from control room console.

## HONORS & ACHIEVEMENTS

- Contributed work and designed audio for games on multiple platforms.
- Proficient with Vegas Pro, Sound Forge, FMOD, Cubase, Logic Pro, Absynth and Pro Tools software, as well as SIR audio tools.
- Nominated as a UMass Lowell Sound Recording Technology studio supervisor in the Spring of 2009 due to academic excellence and diligent work ethic, as well as leadership and communication skills. Awarded this position along with five other colleagues.
- Credits featured in the Xbox360 and PS3 AAA title "Splatterhouse" by Namco Bandai.