

Mattie Rosen

Game Designer | Audio Designer | Screenwriter

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Education

University of Southern California, Los Angeles, CA - School of Cinematic Arts - 2021 Graduate
Bachelor of Arts, Interactive Media and Game Design | Minor in Screenwriting, Game Audio

Skills

- 4 years of **game development** | 3 years of **writing** experience | 3 years of **audio design** experience
- Level Design | UI/Wireframing | Audio Design | Narrative Design | Prototyping/Greyboxing
- **Software:** Wwise, Unity, ProTools, Audacity, Adobe Photoshop + Illustrator, Final Draft, Office + Google Apps

Projects

Crescendo - A 2D fighting game with emergent musical elements | Lead Audio Designer (July 2020 - Present)

- Implemented unique, adaptive combat audio system using Wwise
- Composed SFX and foley for player and monsters
- Mixed and layered engaging atmospheres using Unity/Wwise integration

USC Inst. for Creative Tech. - An educational game about AI | Audio + Puzzle Designer (May 2020 - Aug 2020)

- Created and implemented SFX and ambient tracks to guide players through levels
- Designed puzzles to teach concepts like Search Algorithms and Clustering
- Recorded gameplay to make a game trailer to illustrate concepts for funding

Froggy Shelf - A 3D space simulator | Audio Designer (Dec 2018 - May 2019)

- Modeled 3D figurines of froggies in different forms
- Created SFX and composed background tracks using Logic Pro X
- Implemented audio into the game using Unity Audio

Technomancer - A 2.5D puzzle platformer | Audio + Level Designer, Producer (Dec 2018 - May 2019)

- Implemented 3D assets to architect a cyberpunk universe with environmental storytelling
- Implemented SFX and ambient tracks to clue the player into actions and solving puzzles
- Edited and published the trailer on multiple social media platforms
- Constructed a burndown chart and assigned tasks to keep the project moving at a steady pace

Let's Get This Bread - A 2D platformer | Audio + Level Designer, Animator, Producer (Aug 2018 - Dec 2018)

- Created a burndown chart for the game development cycle and assigned tasks
- Drew and animated the player character and enemies using PixilArt and Unity
- Implemented a soundtrack and SFX using Audacity and Visual Studios [C#]

USC Games - Assistant Producer | 100+ person team (Jan 2018 - Jan 2020)

- Shipped 6-12 titles per year, all platforms (mobile, VR, PC, console)
- Faculty and student liaison for the Advanced Game Projects Capstone
- QA tested for 10+ games