

MATISSE VERHEYDEN

SOUND DESIGNER, TECHNICAL & CREATIVE

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[LinkedIn](#)

AUDIO EXPERTISE

Sound Design & Recording
Middleware Implementation & Mixing
Game Engine Integration
Utilitarian Scripting (C#, Lua, JS, Python)
Visual Scripting

SOFTWARE

Reaper, Ableton
Izotope RX
Wwise 2023 to 2026
Unreal Engine 5.+
Unity 6.3+
Godot 4.6+
Visual Studio Code
Perforce, GitHub, Diversion and others
Notion, JIRA, Confluence and others

SKILLS

Creative Thinking & Problem Solving
Autonomy & High Motivation
Meeting deadlines
Open to Feedback
Team Player
Leadership & Team Management

LANGUAGES

English
French

EDUCATION

CAMPUS ADN

AEC, Sound Design and
Implementation for Video Games
2024-2025

[End of Program Team Game Project](#)

CÉGEP DU VIEUX-MONTREAL

DEP, 2D Animation
2007-2011

[End of Program Student Film](#)

FREELANCE EXPERIENCE IN SOUND DESIGN

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Aloft @ Astrolabe Interactive Wwise + Unity **2026/06 - 2026/09**

- Deliver a high volume of quality assets while working under tight deadlines.
- Design unique but cohesive assets, matching the Audio Director's direction.
- Quickly become at-ease with the Wwise project structure, approach and logic.
- Own the implementation from structure to mixing and troubleshooting.
- Provide Technical Audio support by exposing Wwise functions in the Unity Audio Manager, using C#, for programmers to integrate into game logic.
- Collaborate heavily with programmers on a daily basis.

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Project name under NDA Wwise + Godot **2026 - PRESENT**

- Define and own the creative audio vision and palette.
- Design and implement assets in all audio categories.
- Develop Wwise audio systems and mix structure while optimizing resources.
- Collaborate with programmer to develop custom audio tools in-engine.
- Document all audio logic, processes and approach.

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Pulsewalker @Saturday Morning Studio Wwise + UE5 **[VOLUNTEER] 2025 - 2026**

- Design and implement assets in all audio categories, using Wwise and Unreal.
- Develop Wwise audio systems and mix structure.
- Maintain interdepartmental communication pipelines as audio point of contact.

PERSONAL PROJECTS

I am taking classes and doing self-directed research to deepen my understanding of UE and look for efficiency between different approaches.

- **Audio triggers for Foley:** using animation tags vs movement detection.
- **Ambiences:** procedural spawning based on environment, climate and weather.
- **Implementation:** comparing Wwise vs UE's audio engine capabilities.
- **Self-generated assets:** using audio loops and envelopes to generate audio that matches the intensity and duration of character & VFX animations.

EXPERIENCE IN 2D ANIMATION (14+ YEARS)

Experience as a Technical Director, Rigging Supervisor, Rigger, Trainer & Consultant, for multiple studios on 50+ productions (in-studio and as an external service provider). Key aptitudes developed and applied in those roles include the following:

COMMUNICATION & CLIENT RELATIONSHIP

- **Develop and maintain** client relationship.
- **Manage technical communications** between studios involved at various levels of production.

FORESIGHT & DOCUMENTATION

- **Thorough analysis** of pre-production material and foresight of their impact on the pipeline.
- **Define, update and document the workflow** of each department for proper delivery across the pipeline chain.

SUPERVISION, TRAINING & CONSULTING

- **Supervise** the Rigging team and other departments.
- **Coach** members of various departments and skill levels.
- **Organise in-studio learning events** to bring departments up to speed with software features and assets' usage.
- **Teach** industry standards and technical skills at local and international schools, studios, etc.
- **Consulting services** including production guidance, adaptability and problem resolution.