

MATISSE VERHEYDEN

SOUND DESIGNER

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EXPERTISE

Sound Design, Field Recording
Mixing, Mastering, Ambisonics
Integration in Middleware
Integration in Game Engine
Utilitarian Scripting (Javascript, Lua, C#)
Visual Scripting

2D Rigging, Scene Set-Up, Compositing
2D Training / Teaching
2D Production Consulting

SKILLS

Leadership & Team Management
Meeting deadlines
Problem Solving
Team Player
Open to Feedback
Highly Motivated
Eager to Learn

SOFTWARE

Reaper, Ableton
Izotope RX
Wwise
Unreal Engine, Unity
Visual Studio
Perforce, GitHub, JIRA and others
Toon Boom Harmony & Storyboard Pro

LANGUAGES

English
French

EDUCATION

CAMPUS ADN

CÉGEP DU VIEUX-MONTREAL

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

CÉGEP DU VIEUX-MONTREAL

DEP, 2D Animation
2007-2011

EXPERIENCE IN SOUND DESIGN

SOUND DESIGNER

Dreamstoic Technologies

2025

- Define audio needs for an educational mobile app, alongside the developers.
- Create a sonic palette that is consistent and rewarding to promote learning.
- Create and deliver sound effects based on the guidelines provided, in a timely manner.

SOUND DESIGNER

Sillyversum

2025

- Create and deliver sound effects based on the guidelines provided, in a timely manner.
- Iterate and revise sound effects when necessary.
- Participate actively in brainstorming sessions.

PROJECTS

TECHNICAL-CREATIVE SOUND DESIGNER, MUSIC COMPOSER, VOLUNTEER

Saturday Morning Studio

2025 – PRESENT

- Design sounds for all categories: ambience, foley, footsteps, skills, UI, VO, NPC interactions, etc.
- Create ambiances that evolve based on various parameters such as location, game state, player actions, danger, etc.
- Compose music that evokes the game state and creates further immersion for the player.
- Conceptualize and create the audio systems for both SFX and music in Wwise.
- Mix in Wwise.
- Implement all audio assets in Unreal Engine and create Blueprints for every system.
- Communicate frequently with programmers and other departments regarding anything that either impacts audio or is impacted by audio.

EXPERIENCE IN ANIMATION

2D SENIOR RIGGING, 13+ YEARS OF EXPERIENCE

Studio Unagi

2024 – 2025

- Deliver rigs of characters and props within the delivery deadline.
- Meet the guidelines and technical expectations set by the 2D Rigging Supervisor.
- Provide advice that benefit the production to the 2D Rigging Supervisor.

TECHNICAL DIRECTOR

Unique Animation

2017-2018

- Supervise both the Rigging and Scene Set-Up departments.
- Manage technical communications between the handful of studios involved at different levels of the production.
- Set and document the workflow of each department for proper delivery across the pipeline chain.
- Prevent issues from arising through thorough analysis of pre-production material and foresight of their impact on the pipeline flow.
- Solve technical difficulties faced by members of various teams and various knowledge levels.
- Host learning events within the studio environment to bring teams up to speed with features and assets' usage.

SOLUTIONS SPECIALIST (TRAINER)

Toon Boom Animation

2014-2017

- Provide technical expertise during travels with members of the Sales team to meet with future and current clients.
- Offer training and consulting to studios, schools and individuals, world-wide.
- Speak, demonstrate and teach the software at conference events, festivals and schools.

MATISSE VERHEYDEN

SOUND DESIGNER

EXPERIENCE IN ANIMATION

BLUETAIGA ANIMATION INC.

PERSONAL BUSINESS

2D SENIOR RIGGING

2017–2024

PROVIDING SERVICES ON SHORT AND LONG TERM PRODUCTIONS

Andarta Pictures

JamFilled

Caribara Animation

GS Animation

Brazen Animation

Yowza! Animation

Paper Owl Films

Blink Industries

and more [...]

- Define the rigging approach in the early stages of projects, when applicable.
- Deliver rigs of characters and props within the delivery deadline.
- Meet the guidelines and technical expectations set by the 2D Rigging Supervisor, when applicable.

2D RIGGING SUPERVISION

2020–2023

PROVIDING SERVICES ON SHORT AND LONG TERM PRODUCTIONS

Fourth Wall Creative

Caribara Animation

Brazen Animation

Yowza! Animation

- Define and document a rigging approach that meets the needs of all of other departments.
- Supervise and support team of riggers.
- Review and deliver rigs of characters and props within the delivery deadline.

TRAINER OF INDIVIDUALS AND TEAMS

2017–2022

PROVIDING TRAINING TO PROFESSIONALS AND STUDENTS

Canopéa-Formation

EMCA

Armada TMT Studio

Xilam Animation

Rhinocéros

Cégep du Vieux-Montréal

- Teach and guide professionals and students on various aspects of the Harmony software that they do not yet understand or master in order to answer to the needs of their current production or be hired in the short-term future.

2D PIPELINE & WORKFLOW CONSULTANT

2017–2019

PROVIDING CONSULTING SERVICES TO PROFESSIONALS AND STUDENTS

Xilam Animation

Armada TMT Studio

Aardman Animation

Movimenti Productions

Caribara Animation

Toutenkartoon

- Assess and help overcome pain points in the current pipeline and workflow.