

# Matthew VanKleeck | Sound Designer

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[LinkedIn](#) | [Portfolio](#) | [Demo Reel](#)

## Summary

- Sound designer for video games with ten years of experience on multiple shipped titles.
- Experience with Unreal, Unity, proprietary engines and tools, and source control software.
- Mastery of game audio implementation via middleware such as Wwise, FMOD, and CRI AtomCraft.
- Proficiency with Digital Audio Workstations such as REAPER, Pro Tools, Ableton, iZotope RX.
- Comprehensive knowledge of the entire VO pipeline, from concept to casting and implementation.
- Experience with scripting languages like AngelScript, Unreal Blueprints, Google Apps Script, Lua.

## Experience



### Wildlight Entertainment | **Highguard** | Senior Audio Designer | Oct 2024 - Feb 2026

- Owned the design and implementation of audio for character abilities, weapons, weapon mods, and gameplay systems.
- Led the dialogue development process from concept to ship. Worked with the Narrative Director to cast, record, direct, edit, and implement all VO in nine languages.
- Implemented and debugged dynamic audio systems using AngelScript, Wwise, and proprietary tools.
- Worked with game designers to create an automated VO implementation workflow in Google Apps Script that would populate data tables in Unreal with VO, subtitle strings, playback logic, and other data.
- Developed a VO playback system that would dynamically change based on game and player state.
- Collaborated with other audio designers to create a unique UI audio experience.



### Bungie, Inc. | **Destiny 2** | **Marathon** | Technical Dialogue Designer | Nov 2021 - Aug 2024

- Designed batchable voice processing pipelines using Reaper and lua scripts in order to ensure consistent quality across thousands of lines for thirteen languages.
- Coordinated with stakeholders on partner teams like Localization, Cinematics, Narrative, and Design to ensure that the dialogue presentation best supported the creative vision of Destiny 2.
- Designed, contributed, and implemented sounds for abilities, ambience, weapons, and combatants in the game.
- Mentored and trained junior members of the dialogue team.
- Used a proprietary engine and tools as well as Wwise to troubleshoot and fix bugs in order to meet quality standards for shipped products.



### Deck Nine Games | **Life is Strange Series** | Sound Designer, Senior SD | Nov 2016 - Oct 2021

- Designed and implemented most sound effects using DAWs and Wwise.
- Conceptualized and designed a dynamic system for supernatural ability sounds that would react to gameplay.
- Designed ambiances and cinematics in 5.1 surround. Created ambient emitter systems for all environments of the game using Unreal Blueprints and audio tools.
- Ran full performance capture sessions, recording VO to be synchronized with facial capture data. Edited and implemented VO in game.
- Assisted in implementing multiple VO languages for simultaneous release.



### Ball State University | Bachelor's Degree of Digital Audio Production | 2012-2016

- Independent study on audio design and implementation for video games.