

# Matias Yudica Bartels

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 **IMDb Profile**

## About Me

Audio Designer with 18+ years of experience across broadcast and film, now transitioning into video games. Hands-on across all phases of audio design and production, from recording and editing to implementation and QA. Skilled in Wwise and FMOD integration, with a strong technical foundation built through VFS and continued self-study in game audio.

A collaborative team player known for clear communication, reliable delivery under tight deadlines, and comfort working across remote, multi-project environments, now focused on building immersive, inclusive audio experiences for games.

Recently completed a Bachelor of Business Administration at BCIT, specializing in Business Intelligence and Value Management, with applied expertise in Power BI dashboard development, SQL, KPI frameworks, data governance, and performance reporting.

## Skills

### Game Engines



Unreal Engine



Unity

### Audio Middleware



Wwise



Fmod

### DAW | Sound Editor



REAPER



Pro Tools



iZotope RX

## Languages

**Spanish:** Native  
**English:** Advanced

## Work Experience

### Sound Designer | Technical Sound Designer (Contract)

Rat-Pak Games – Kibble Game Studios (Publisher)

Feb 2023 – May 2023

**"Brie Parmesan Mysteries"** (Steam Early Access – Release Date: August 25th 2023)

- Managed the complete audio production pipeline, from sound design and asset preparation to implementation, testing, debugging, and iteration in FMOD and Unity.
- Recorded, edited, and implemented VO for character dialogue and barks
- Organized, named, and maintained audio assets following production naming conventions.
- Collaborated with programmers to integrate gameplay audio.
- Used Git for version control, managing audio assets and collaborating with programmers and team members.

### Sound Designer | Music Editor | Supervising Editor (Full-Time)

Bamba SRL

Sep 2020 – Jan 2022

- Edited music and sound effects for local and international brand ad campaigns.
- Recorded, cleaned, and edited voice-over.
- Collaborated with directors, editors, and producers to deliver projects on schedule.
- Coordinated recording sessions with actors and producers.
- Managed team of three editors and supervised final deliveries

### Sound Designer | Editor (Full-Time)

Polka Producciones SA

Apr 2008 – Apr 2021

- Edited and mixed dialogue, music, and effects for many widely popular TV shows for local broadcasting, including "Once," a football-themed drama series.
- Recorded foley and edited M&E for international broadcasting.

### Sound Designer | Technical Sound Designer

Self-Employed

Jan 2008 – Present

#### FILMS — PERSONAL PROJECTS

- **"Lost Projection"**: Edited and mixed dialogue, SFX, and music for a short documentary film.
- **"Estanislao"**: Designed and edited sound effects and ambience for a feature film.
- **"Reset, volver a empezar"**: Designed and edited sound and ambience for a documentary film

#### GAMES (PERSONAL PROJECTS) — ITCH.IO

- **"MMC"**: Designed weapon, player, and UI sound effects; integrated audio using FMOD and C# scripting.
- **Overdeveloped**: Designed player, ambience, and world emitter sound effects; implemented and tested interactive audio using FMOD and Unreal Engine Blueprints.

## Education

Full Credits: 

### Sound Design in Visual Medio (Diploma)

Vancouver Film School

### Game Audio Course (Diploma)

Image Campus

### Business Administration (Bachelor's Degree)

British Columbia Institute of Technology (BCIT)

### Electroacoustic Arts Production (Associate's Degree)

ORT Instituto de Tecnología