Matias Yudica Bartels

Audio Designer
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ABOUT ME

Audio professional with 20 years of experience in dialogue editing, mixing, voice-over, and delivery for broadcast, film, and advertising, now working in video games. Skilled at cleaning, editing, and quality-checking high volumes of speech content in Pro Tools and iZotope RX, and at organizing assets by naming conventions, version control (Git), and delivery requirements. Hands-on with Wwise and FMOD integration in Unity and Unreal Engine.

Collaborative team member with strong communication skills, consistently meeting tight deadlines across single and multi-project workloads. Currently focused on creating immersive, accessible audio experiences for games.

Recently completed a Bachelor of Business Administration at BCIT, building skills in Excel and Power BI for data analysis, dashboards, and KPI reporting.

SKILLS

Speech and Dialogue: Dialogue Editing, Voice-Over (VO), Dialogue Cleanup, Noise Reduction, Broadcast Audio, Loudness Standards Compliance

DAW and Audio Tools: Pro Tools, Reaper, iZotope RX

Game Engines: Unreal Engine, Unity

Audio Middleware: Wwise, FMOD

Scripting: C# (basic), Unreal Engine Blueprints

Asset Management and Pipeline: Naming Conventions, Version Control (Git), Asset Tracking (Excel), Asset Delivery, Audio Pipeline, Implementation, Testing and Debugging, Quality Control (QC)

Project Management Tools: Jira, Monday.com

Excel: Asset Tracking Sheets, Naming Convention Validation, Version/Status Columns, Delivery Checklists, Pivot Tables, XLOOKUP, INDEX-MATCH, Conditional Formatting

Power BI: Dashboard Development, Data Visualization, KPI Tracking, Performance Reporting

SQL: Coursework in Queries (Joins, Aggregations, Common Table Expressions), Relational Database Schemas

WORK EXPERIENCE

Sound Designer | Tech. Sound Designer (Contract) - *Rat-Pak Games - Kibble Game Studios (Pub.)* *Feb 2023 – May 2023*
"Brie Parmesan Mysteries" (Steam Early Access - Release Date: August 25, 2023)

- Managed the full audio pipeline from sound design and asset preparation through implementation, testing, debugging, and iteration in FMOD and Unity.
- Recorded and cleaned voice-over, then implemented it in-game.
- Organized, named, and maintained audio assets to production naming conventions and delivery structures.
- Tracked 200+ VO assets in Excel (status, version, file name, delivery date) to keep implementation and QC in sync with programmers.
- Used Git for version control of audio assets, collaborating with programmers and team members.
- Tracked audio tasks, bugs, and implementation requests in Jira, working with programmers to prioritize, fix, and verify gameplay audio in-engine.

Sound Designer | Music Editor - *Bamba SRL* *Sep 2020 – Jan 2022*

- Recorded, cleaned, and edited voice-over, and coordinated recording sessions with actors and producers.
- Edited music and sound effects for local and international brand ad campaigns.
- Managed a team of three editors and supervised final deliveries to meet client requirements and deadlines.
- Collaborated with directors, editors, and producers to deliver projects on schedule in a multi-project environment.
- Planned and tracked multi-project deliveries in Monday.com.

Sound Designer | Editor (Full-Time) - *Polka Producciones SA* *Apr 2008 – Apr 2021*

- Edited, cleaned, and mixed dialogue, music, and effects for widely popular TV shows for local broadcast, maintaining consistency across high volumes of episodic content.
- Recorded Foley and edited M&E (music and effects) for international broadcast delivery.
- Delivered on tight broadcast schedules consistently over 13 years.

Sound Designer | Technical Sound Designer - *Self-Employed* *Jan 2006 – 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.

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

Sound Design in Visual Media (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

LANGUAGES

Spanish: Native
English: Advanced