

# MATTHEW PANTANO

## SOUND ENGINEER / SOUND DESIGNER

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### Profile

Sound designer/engineer with over 10 years of experience in online content creation for AAA and indie clients.

### Software

AVID - Pro Tools - Nuendo - Cubase - iZotope RX - Krotos Igniter - Krotos Weaponizer - Krotos Dehumanizer

Krotos Reformer - Soundminer - Sound Q

### Experience

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#### Monkey Wrench - Animated Series / Sound Engineer / Sound Designer

December 2023 - Present

- Managed and directed voice over talent
- Mixed VO audio by restoring with iZotope RX, adjusting Clip Gain, Compression, and EQing.
- Designed the voices of multiple characters to meet the special requirements of each episode
- Provided Sound Design and authored sound packs with heavily Sci Fi themed worlds
- Collaborated with Production/Animator lead receiving feedback and making adjustments to meet production specifications.
- Organized assets for DX, SFX, MX, and ADR
- Ensured deliverables for streaming services

#### SABERSPARK / Production Manager / Audio Engineer

January 2015 - Present

- Established visual branding
- Established a team and production pipeline that included lead editors, lead writers and audio engineers
- Formed a cohesive video format that boosted the youtube channel from 150k subs to 1.2 million in 1 year
- Delegated and Organized sponsorship assignments mediated by MANA that helped bring in over \$225,000 of channel income
- Brainstormed video topics and built up a backlog pipeline
- Lead projects with editors to ensure quality standards were met

## **Marvel - Future Fight / Audio Engineer / Sound Designer**

January 2022 - 2024

- Recorded and Engineered VO Audio for MARVEL Future Fight
- Mixed audio in line with studio standards
- Designed the voices of various well known characters
- Provided Sound Design for video projects including foley and special FX
- Collaborated with Video/Animator lead to ensure proper execution of recording duties.