MATTHEW FLYNN

PROGRAMMER, COMPOSER

CONTACT

✉ matthew.flynn.sound@gmail.com

☐ 215-760-8565

🌐 http://matthewflynnmusic.com

EDUCATION

B.S. in Computer Science
Johns Hopkins University, Baltimore, MD
May 2024
GPA: 3.77 (Combined B.S. and B.M.)

B.M. in Music for New Media
Peabody Institute, Baltimore, MD
May 2024
Studying under Thomas Dolby

OTHER SKILLS

Game Audio Software
Wwise, Unity Audio System

Game Engines
Unity, Godot, RPG Maker VX Ace

Programming Languages
C#, C++, C, JS/TypeScript, Java, Python

Languages
Basic Japanese

Relevant Coursework
Software System Design, Object-Oriented
Software Engineering, Data Structures,
Operating Systems, Sound Design for
Games, Linear Algebra, Calculus

REFERENCES

Daniel Kluger
Most Recent Employer

✉ daniel.kluger@icloud.com

🌐 https://www.danielkluger.com/

Phillip Klassen
Sound Design Professor

✉ phillip.klassen@oxidegames.com

in https://www.linkedin.com/in/
phillip-klassen-ab4108105

PROGRAMMING & AUDIO IMPLEMENTATION

Technical Sound Designer
Oct - Jan 2023
Dynamic Ambience System in Unity (School Project)
- Created system to trigger ambient sound effects and modulate volume, spatialization, rate, etc., based on proximity, density, and relative location of tagged game objects
- System eliminates the need for long ambience loops, and adds realism to the game world by dynamically changing the ambience to reflect the environment
- Developed tooling to set how game parameters affect generated ambience without the need to modify any code

Software Engineer
May - Sep 2022
uCredit (Web App)
- Cooperated with 15 JHU students to build a degree requirement planning app
- Utilized the MERN stack, and related technologies such as Cypress and Next.js
- Received academic credit for work; project was overseen by JHU faculty advisor
- Collaborated effectively with an existing team by studying and understanding legacy code, adapting to pre-established programming practices, etc.

Audio Programmer & General Programmer
Mar - Aug 2021
Project Dew (Video Game)
- Implemented music and sound effects using Wwise
- Integrated Wwise with Unity, handled all event and game sync programming
- Handled dynamic loading of Wwise Soundbanks based on gameplay scenario
- Programmed various platforming mechanics and UI elements using Unity C# scripts

Music Implementation & Composer
Feb - Aug 2021
Project Nono (Video Game)
- Worked on game for physical therapy and stroke rehabilitation, developed by the Kata Design Studio of the Johns Hopkins University Medical Center
- Developed and implemented highly interactive music system using MIDI in Wwise
- Utilized Wwise RTPCs to modulate the music's tempo, instrumentation, timbre, and arrangement, exceeding the capabilities of typical adaptive music systems
- Encouraged patient engagement by making the music respond specifically to controller input from the player, instead of high-level game states

Composer & Programmer
Feb - Apr 2021
Sounds of Adventure (Independent VGM collection)
- Composed collection of game music with multiple sales on the Unity Asset Store
- Programmed playback engine to handle looping, fading, track transitions, etc. in C#, on top of Unity's built in audio system

EMPLOYMENT & INTERNSHIPS

Composer/Sound Designer Assistant
Summer 2023
To Daniel Kluger, Grammy-nominated and Tony-winning composer and sound designer
- Contributed to planning and set up of signal flow, equipment, and acoustic treatment of 5.1-capable studio outfitted with multiple synths and monitors
- Created DAW templates for creative projects and assisted in ideation
- Learned to work independently, acquiring skills and solving problems as they arose

Contract Composer
Winter 2020-21, Summer 2019
Creative Outfit Inc., Philadelphia, PA
- Composed and mixed music for advertisements and other media for clients such as Thomas Jefferson Health System and the Make-A-Wish Foundation
- Completed professional-level work and successfully managed deadlines in both an in-office and work-from-home context