

# Mattias Kimber

## Contact

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## Skill Highlights

- Game audio implementation
- Sound design
- Troubleshooting

## Programming

C++	●●●●○
C#	●●●○○
Python	●●●○○
Lua	●●○○○

## Audio

FMOD	●●●●○
Wwise	●●●●○
REAPER	●●●○○

## Game Engines

Unreal Engine	●●●○○
Unity	●●●○○

## Version Control

Git	●●●○○
Perforce	●●●●○

## Summary

- Proficient in multiple facets of game audio, specializing in the creation and enhancement of audio systems.

## Work Experience

### Audio Programmer – Avalanche Studios (2020 - current)

- Design and maintain audio related systems.
- Integrating audio middlewares such as Fmod/Wwise with proprietary game engine.
- Collaborate with sound designers to create game audio experience.

### Security Guard – Nokas (2017-2020)

- Patrol - security guard
- Alarm response

### Consultant - Coca-Cola Enterprises Sverige (2009-2011)

- Pocket PC configuration
- Inventory management & database corrections
- Miscellaneous technical support

## Education

Futuregames – Game programmer:

(2018 - 2020) **Futuregames – Stockholm**

Bachelor Computer Game Development –Sound:

(2014 - 2017) **University of Skövde – Skövde**

Computer Game Development –Design:

(2013- 2014) **Ädelfors folk high school – Holsbybrunn**

Upper secondary school – Technology:

(2007 - 2010) **Östra Gymnasiet – Trångsund**

## Awards and Honors

Game of the Year - Swedish Game Awards (2016)

Best Execution in Audio - Swedish Game Awards (2016)

Best Execution in Narrative - Swedish Game Awards (2015)

## Other Merits

Driver's license