

MATHIEU FIORENTINI

SENIOR SOUND DESIGNER

AUDIO DIRECTION



CONTACT

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earlyreflect.com

PROFILE SUMMARY

Senior Audio Designer, 17 years in narrative-driven AAA and action RPG. I lead sound design teams and own the pipelines they work in, from mix guidelines and review process to cross-studio dialogue production. Nine years teaching interactive audio design. Looking to take audio lead on a narrative RPG where craft is the point.

SKILLS

Interactive Audio

Wwise, Unreal Engine, proprietary engines, implementation & profiling, build shipping with loudness standards

Leadership & Direction

Cross-discipline pipeline ownership, audio R&D direction, mentoring, outsourcing management

Voice Design

Asset management, dialog editing, batch processing, custom tool design to improve mixing and implementation

Spatial Audio

Object-based mixing, ambisonic, binaural rendering

Sound Design & Recording

Field recording, Foley, VO, music editing

WORK EXPERIENCE

Don't Nod Entertainment

2019- PRESENT

Senior Sound Designer

- Own the dialogue pipeline end to end on **Aphelion**. Define the production workflow and coordinate delivery across in-house developers, the external recording studio, the performance-capture studio and the narrative design team; supervise recording sessions, dialogue editing and mixing. Outsourcing management of 3 external sound designers.
- Led a team of 4 sound designers over a 3-month mix/debug cycle on **Banishers: Ghosts of New Eden**. Authored the project's mix guidelines and owned the review process the team worked to, defining the object-based mixing workflow and directing the field recording and R&D campaigns.
- Designed and implemented interactive audio for **Tell Me Why** in collaboration with Microsoft, including pre-production planning and integration in Unreal/Wwise.
- Built spatial audio pipelines and optimized in-game performance through targeted profiling.

ISART Digital

2017- PRESENT

Senior Audio Educator

- Teach interactive audio design (Wwise, Unreal Engine) to 45 students per year.
- Coordinate audio across 9 student game productions annually. Mentoring teams from pre-production through to shipping including Candellum, winner of the BAFTA Student Award 2026 (Games) and the Pégase for Best Student Game.

LANGUAGES

- English: Fluent
- French: Native

ADDITIONAL

- Music composer & pianist
(commissioned work broadcast every week on France Inter, French national public radio (2021))
- SACD & SACEM member
- Field recording expeditions in California & Japan (2024)
- Outdoor enthusiast: mountain biking, climbing, hiking
- Driving Licence

WORK EXPERIENCE

UBISOFT

2017 - 2019

Senior Sound Designer

- Sound design and implementation for **Watch Dogs Legion** and **Watch Dogs 2 DLCs**.
- SFX, environmental ambiences, and systemic audio for open-world gameplay.
- Owned the environmental world-reverb pipeline.

Quantic Dream

2009 - 2017

Sound Designer

- Performance capture audio recording setup , voice asset management, dialog editing
- Crafting cinematic and interactive sound for Detroit: Become Human, Beyond: Two Souls, and Heavy Rain on PS3
- Dynamic mixing techniques to enhance narrative immersion.
- Contributed to field recording sessions and innovative use of Kyma for sound processing.

OTHER ROLES

- Art direction and technical development of **Yakie**, a live A/V performance built in Unreal Engine 5. Custom HLSL post-process rendering, Niagara audio reactive systems, blueprint architecture.
- Early career in animation audio (The Garfield Show, Galactik Football) in Foley and music editing.