

# RODRIGO MARTINEZ

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## Technical Skills

- Pro Tools
- Audacity
- FMOD
- NI Massive
- Reaper
- Wave Lab
- Elias Software
- NI FM8
- Sony Sound Forge
- Sony Music Maker
- Unity
- NI Reaktor Blocks
- Plastic SCM
- Wwise
- FamiTracker

## Education

**Becker College**, Worcester, MA

*Graduation: December 2018*

*Bachelor of Arts in Interactive Media Design*

Concentration in Game Audio, GPA: **3.84/4.0**

- Member of Alpha Chi (top 10% junior/senior year), Alpha Lambda Delta (top 20% freshman year)
- Dean's List Fall 2015, Spring and Fall 2016, Spring and Fall 2017, Spring 2018
- #5 in the World by Princeton Review for Game Development & Design

## Experience

**Becker College**, Worcester, MA

*January 2018 – December 2018*

*Teacher Assistant for Digital Audio Production*

- Fix technical issues in Pro Tools on Macs
- Assist Students with Single Track Mixing for class submissions
- Set Up materiel and recording devices for Foley Recording

**Becker College**, Worcester, MA

*January 2018 – December 2018*

*Teacher Assistant for Digital Music Production*

- Teach Students how to use Midi Notation in Pro Tools
- Assist Students with instrumentation for musical pieces
- Displayed methods used for Multi Track Mixing for class submissions

**Becker College**, Worcester, MA

*August 2018 – December 2018*

*Teacher Assistant for Sound Design Toolbox*

- Teach Students how to use various virtual synths such as Massive and FM8
- Worked with subtractive synths, Additive, FM, and Samplers
- Created custom virtual synths from scratch using Reaktor Blocks

## Projects

**Mystria**, Accipiter Studios

*January 2017 – December 2018*

*Lead Audio Designer*

- Wrote Audio Asset List and Style Guide for the Game
- Created a majority of the audio assets in the project, totaling over 300 audio assets
- Ran weekly meetings, lab sessions, and stand ups, and assigned tasks to audio team members
- Worked on Instrumentation and Final Mixing for audio files and music.

**Bomb Parade**, Independent / GBJam 5

*October 2016*

*Lead Audio Designer*

- Wrote all music for the game in FamiTracker
- Created all audio assets in FamiTracker
- Final mixing for all audio assets in Audacity

**Rewired**, Independent

August 2018 - Ongoing

*Lead Audio Designer*

- Wrote all music for the game using Pro Tools as main DAW
- Created all audio assets using samples and foley sounds
- Created FMOD Project for custom audio parameters
- Implemented audio and FMOD in Unity

## Volunteer Experience

**Pax East Showcase**, Boston, MA

*March 2017, 2018*

*Volunteer*

- Volunteered to Showcase Mystria at Pax East 2017 and 2018
- Assisted those who were unfamiliar with HTC Vive
- Represented Becker College at their booth