

# Matthew Hopkins

"2 Mello", Composer and Sound Designer

www.2mello.net  
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## Summary

I am a composer and sound designer with 15 years of audio production experience. I have been working in the game industry for the past three years, and on my own projects as an independent artist. I have learned more with every job I take, and I use innovative techniques and my tested creative ability to make every project on which I work a classic.

## Work History

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- Super Soul**  
10/2016 - 03/2017  
Composer and sound designer for **the Xooker app on iOS**, a collection of seven games. Created all sounds and one music track, implemented with Master Audio into Unity.
- Zero Dimension**  
12/2014 - Present  
Composer and sound designer for the 2D fighting game **Cerebrawl**, Responsibilities include location recording, sound design, music composition, mixing and mastering, and implementation into Unity.
- MidBoss**  
11/ 2013 - 09/2016  
Composer and sound designer for the cyberpunk adventure game **Read Only Memories**, which **shipped October 6, 2015** to Steam for PC, Mac and Linux platforms, and **2064: Read Only Memories**, which shipped 1/17/2017 on PS4. Responsibilities included casting voice actors, scheduling and directing VO recording sessions, processing and implementing VO, composing music and making sounds and implementing everything into the game via Unity.
- ABC-36 WTVQ**  
11/ 2014 -06/2015  
**Weekend Director**, in charge of overseeing the production of and directing all weekend news broadcasts. Additional responsibilities as production assistant included creating news graphics, doing camerawork during live broadcasts, performing sound mixing duties during live broadcasts and assisting on-air talent.
- Self-Employment**  
09/2002 - Present  
Music composition under the **artist name "2 Mello"** and artist self-management. Recording, mixing and distribution of studio albums, booking of live shows and seminars. Website and social media management. Mixing, mastering and composition for clients on a freelance basis.

## Skills

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**Programs:** Proficient in Ableton Live Suite, Sony Sound Forge, Sony Acid Pro, Adobe Premiere Pro, Sony Vegas, Adobe Photoshop, Unity, Some experience with Wwise, FMOD

**Abilities:** Sound Design, Music Composition, Audio Direction, Mixing & Mastering, VO Recording, VO Direction, VO Implementation, Location & Studio Recording, Video Production

## Education

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**University of Kentucky**  
August 2007- May 2011  
B.A. English Literature

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[Music and Sound Design Demo Reel](#)

[Web Portfolio](#)