



# MONET N. GARDINER

## Dialogue/Sound Designer

Phone: 912-656-2119  
Website: MonetAudio.com  
Email: Monet.Audio@Gmail.com

Sound Designer with 10+ years of experience in video games, film, television, music, and multimedia. Proven skills in all production and post-production audio facets, including dialogue editing, field recording, Foley, and multichannel mixing. Game audio middleware skills in Wwise and FMOD. Certified in Wwise 110 and Pro Tools 12 Operator. Achievements include 2018-2024 GameSoundCon Speaker, 2024 GDC Speaker, 2024 DevCom Speaker, multiple MPSE Golden Reel Nominations, Production Mixer & Supervisor on Emmy award-winning live sitcom "The BUZZ", and Dialogue Designer on 2023 BAFTA Best Audio and EE Game of the Year "God of War: Ragnarok".

## Projects

Death Stranding 2: On the Beach (AAA)  
Technical Dialogue Designer  
Kojima Productions, PlayStation - PS5  
Sony Interactive Ent. - Creative Arts Sound- 2025

The Last of US 2 Remastered (AAA)  
Technical Dialogue Designer  
Naughty Dog, PlayStation - PS5  
Sony Interactive Ent. - Creative Arts Sound- 2024

MLB: The Show 23 (AAA)  
Dialogue Designer  
San Diego Studios, PlayStation - PS5, Xbox Series X/S  
Sony Interactive Ent. - Creative Arts Sound- 2023

God of War: Ragnarok (AAA)  
Technical Dialogue Designer  
Santa Monica Studios, PlayStation - PS5, PS4, & PC  
Sony Interactive Ent. - Creative Arts Sound- 2022

Halo Infinite (AAA)  
Technical Sound Designer  
PC, Xbox One, & Xbox Series X  
343 Industries, Microsoft - 2021

NBA LIVE 20 (AAA)  
Technical Audio Artist  
PC, PS4, & Xbox One  
Electronic Arts - 2019

NBA LIVE 19 (AAA)  
Technical Audio Artist  
PC, PS4, & Xbox One  
Electronic Arts - 2018

Centauri  
Technical Sound Designer  
VR Video Game - Unreal & Wwise  
Motor Boar Games - 2017

Alter Gravity  
Sound Designer  
PC Video Game - Unity  
Catatonic Games - 2017

Will of the Sea  
Sound Designer  
VR Video Game - Unity & Wwise  
Virtuos Reality Studios - 2017

MindUp Inside the Brain  
SFX Editor  
Animated Short Film  
The Hawn Foundation - 2017

The Buzz  
Production Mixer & Supervisor  
Live Sitcom  
SCADered TV - 2015-2016

## Experience

Technical Dialogue Designer  
Creative Arts Sound, Sony Interactive Entertainment PlayStation

September 2021 - Present  
Los Angeles, CA

- Designed and implemented multiple dialogue systems using Wwise and various scripting languages and proprietary softwares.
- Enhanced character immersion by designing, recording, and implementing nonverbal VO for all character actions.
- Documented and provided internal training talks of multiple proprietary dialogue systems used at various internal studios

Technical Audio Designer (Contractor)  
343 Industries, Microsoft

September 2019 - August 2021  
Seattle, WA

- Implemented 300,000+ audio assets for Halo Infinite with Wwise and proprietary software.
- Created Pro Tools-based batch processing templates for character dialogue, asset renaming, and implementation.
- Brought each character to life by designing, recording, and implementing nonverbal VO for each character action.
- Provided continuous audio quality control and bug triaging for PC, Xbox One, and Xbox Series X.

Technical Audio Artist (Contractor)  
Electronic Arts (EA)

January 2018 - August 2019  
Orlando, FL

- Implemented 100,000+ audio assets into a commentary speech system for NBA Live 19 & NBA Live 20 using context scripting.
- Programmed macros in Excel and Google Sheets using VBA scripts to manage all audio QA and speech pipelines.
- Provided continuous audio quality control for NBA Live 19 & NBA Live 20 on PC, Xbox One, and PlayStation 4.

Sound Designer & Analyst (Contractor)  
Samsung Electronics+SCAD

March - June 2017  
Savannah, Ga

- Created a functioning immersive 7.1 surround sound prototype for autonomous vehicles.
- Developed a multichannel auditory display system within autonomous vehicles

**Education** - Savannah College of Art & Design - BFA Sound Design