



MONET N. GARDINER

Sound Designer

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Sound Designer with 7+ 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 2018-2020 GameSoundCon Speaker, Production Mixer & Supervisor on Emmy award-winning live sitcom "The BUZZ", and Technical Sound Designer on The Rookies 2017 VR Game of the year "Centauri".

Projects

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

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

Scan the Horizon
SFX Editor
Animated Short Film
SCAD - 2016

NBA LIVE 19 (AAA)
Technical Audio Artist
PC, PS4, & Xbox One
Electronic Arts - 2018-2019

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

Google X Sweaters
SFX Editor
Live Action Commercial
Google+SCAD - 2016

NBA LIVE 20 (AAA)
Technical Audio Artist
PC, PS4, & Xbox One
Electronic Arts - 2018-2019

Jackson's Cube
Supervising Sound Editor
Live Action Short Film
SCAD - 2017

Into the Sun
Production Mixer & Boom Operator
Live Action Film
SCAD - 2016

Centauri
Technical Sound Designer
VR Video Game - Unreal & Wwise
Motor Boar Games - 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 Audio Designer (Contractor)
343 Industries, Microsoft

September 2019 - Present
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
- Designed and integrated all audio assets for autonomous vehicle interface and alert systems

Recording Engineer & Mixer
Relentless Studios

July 2014 - December 2015
Savannah, Ga

- Created custom ProTools templates for recording and mixing sessions
- Mixed 5 original EP projects to incorporate the client's vision and sound

Education

Savannah College of Art & Design
BFA Sound Design - June 2017