

MATEO COLETTI

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OBJECTIVE:

As a dedicated, life-long audio production specialist, acoustics engineer, recording engineer, sound designer and music producer, I strive to create professional, intelligent and creative audio design solutions, superior production and captivating audio for every project I am involved in. Working as a leader and team player is an intricate part of my audio production process and a skill I love to utilize in order to elevate my company and myself to the next level as well as empower all those whom I create with.

PROFESSIONAL SKILL SET:

Project Management – I possess extensive project management skills in audio production. I'm well-versed in managing diverse media formats, ensuring efficient workflows, and delivering high-quality audio content within project deadlines.

AVID Pro Tools Expert – Being among the first audio engineers worldwide to achieve certification as “Pro Tools Operator” in both 210M and 210P, my skills, proficiency and precision of audio production in Pro Tools is vast in all media formats from sound design, album production, game audio, composition/arranging, TV and film production and all media broadcast formats.

Voice-Over | ADR | Location Recording – Expert in dialogue recording, dialogue editing, ADR/looping, on-location recording, restoration, sweetening/mastering/matching and flawless ambient integration for game audio/film/tv/broadcast media. Extremely versed in most all deliverable formats, compression codecs and game audio integration/programming tools.

Sound Design | SFX | Foley – Either recording on-location in the jungle or in a perfectly “dead” Foley stage, I am at home and extremely efficient and creative at recording, editing, manipulating, designing, mixing and integrating SFX, Foley, ambiance and all the little elements of post production that make things exciting and profound. This is an area of concentration I truly love.

Pro Audio Equipment - As a result of working professionally in 20+ commercial post-production houses and game and music studios across the United States and Mexico, as well as countless small venues, festival and stadium settings, I am proficient on most every standard to boutique professional audio console, outboard processor, DAW controller and software as well as most all plug-ins.

Music Production - Being raised as a life-long musician and recording my first production at the age of twelve, music production is a concentration I certainly exceed at; from pre-production to mixing/mastering, I've been at the helm of hundreds of music productions and compositions including numerous full-length albums, radio singles, video game compositions and orchestral recordings as well as hired as musical director and In-House Composer throughout my career.

Commercial Studio Design & Consultation – Throughout my professional career as an audio specialist I have been contracted to design and construct multiple commercial and private production facilities / recording studios and acoustic environments. I have professionally designed circuitry, engineered, personally soldered and constructed and “modded” hundreds of professional-grade audio hardware(s), as well as consoles, patch bays, outboard processors, custom built cabling, inner-wall wiring and wall-plate design and installation. I am well versed at designing custom proprietary audio systems and custom acoustic treatment/installations and room tuning.

Multimedia Marketing Promotion & Publicity – Well versed with production design, image, and implementation of current marketing strategies and campaigns as well as product development and viral marketing techniques. Knowledgeable of most Pro photo, video, game audio and DAW programs Mac/PC.

EDUCATION:

- **Full Sail University** | Winter Park, FL | 2003
Associate of Science in Recording Arts and Sciences
Graduated with Course Directors' Award
- **AVID Pro Tools Certification** | Orlando, FL | 2003
Certified 210M & 210P Operator
Trained on all AVID interfaces, operations and control surfaces
- **Ricks College** | Rexburg, ID | 1999
Dual Major in Vocal Performance and Broadcasting and Digital Media
Minored in Composition and Arranging

INDUSTRY EXPERIENCE:

Creative Director | Lead Sound Designer | Beautiful Distortion Studios | Utah | 2022-Present

At Beautiful Distortion Studios, I manage and produce audio projects, encompassing a wide range of media including broadcast, commercials, albums, and films. My expertise covers both post-sound and musical composition, showcasing my versatility and decades of experience. I work flexibly from my professional home studio as well as collaborating within other major studios, sometimes remotely constantly demonstrating my ability to deliver top-tier audio content for diverse projects and clients.

Board Member | Zepstone Arts Foundation | USA | 2024-Present

As a Board Member at Zepstone, I contribute my audio production expertise and creative vision to the organization. I provide strategic guidance on audio-related projects, collaborate with production teams to ensure quality and consistency, mentor audio department staff, and leverage my industry connections to benefit the Non-Profit.

Senior Audio Designer | Western Governors University | Utah | 2022-2023

Managed and produced audio projects and elements for hundreds of live broadcasts and distributed media, commercials, designing and producing audio content for various educational materials, videos and presentations.

Freelance Audio Producer | Mixing Engineer | Multiple Studios | USA | 2014-2022

Managed and produced audio projects and elements for hundreds of broadcast and distributed media, commercials, albums, films (post sound & musical composition) from my home studio and within other major studios (also remote) around the country. Clients have included: Cartoon Network, Sponge Bob, Capital Records, Sundance, Broadway Media.

Stage Manager | Live Sound Engineer | Metro Music Hall | SLC, UT | 2014-2016

Ran the operations of a medium-sized music venue and entertainment club capable of over 3000+ guests. In charge of developing relationships with, and organizing an average of 5 National and International bands and artists a day. In charge of developing stage layout and design per performer and their 'Rider Contract'. In charge of audio system design, repair, rebuild, system tuning and mixing all live-sound aspects of every show. Worked closely with, and often ran lighting. Built and designed sets and constant re-design of the venue depending on the caliber and size of show.

Audio Production Instructor | Broadview Entertainment Arts University | SLC, UT | 2013-2014

In charge of developing curriculum, exams, daily course lecture and practical labs for students throughout a range of audio production classes including Audio Post Production I & II, Field Recording ADR and Foley, Desktop Production I & II, Audio for Video, Audio Engineering I as well as others. Worked directly with the head of the Audio and Video department, as well as other instructors to coordinate and execute student involved local and nationally broadcast productions and events.

Audio Production Specialist | Head Recording Engineer | American Musicians Radio SLC, UT | 2013-2015

AMR acquired my expertise to design and oversee construction of their new state-of-the-art recording facility and broadcast rooms in SLC as well as manage and oversee daily recording and production operations. While focusing on music production, our facilities also included audio post production, voice over and commercial production for television, film and radio.

Co-Creator | Vice President | Creative Director | Rockfish Record Company Ogden, UT | 2010-2012

My responsibilities as Vice President and Creative Director\Head Recording Engineer included scouting, coordinating, directing, recording, producing, arranging, editing, mixing, mastering and duplication of signed recording artists. Also managed, and was directly involved in two different teams of employees overseeing branding, marketing, networking, publishing, developing radio air-play campaigns and other promotional and festival events.

Recording Engineer | Freelance Engineer and Producer | METCOM Studios SLC, UT | 2003-2012

In charge of producing, recording, editing and mixing hundreds of vocal actors to create accurate character recordings for all media broadcast formats. Head Audio Engineer for large-scale, international-use vocal concatenation library project for Tellme Systems (division of Microsoft) as well as helped develop vocal recognition technologies used within cutting edge technologies throughout the world utilizing ISDN and other codecs and protocols. Worked freelance through METCOM and many other talent and advertisement agencies around the country to produce audio assets for global and national marketing/advertisement campaigns, supervised scripts for national commercials, produced albums and composed music for films and other commercial productions. Clients include: ABC, Prime Time Monday, Tellme Systems, Utah Symphony, American Airlines, Merrill Lynch, American Express, Voices Online, Air Supply, Boyz II Men, etc.

Head Recording Engineer | Producer | METCOM Global SLC, UT | 2011-2012

Oversaw audio production of internationally broadcast video and translation services for seventeen different languages for multiple simultaneous productions. Recorded vocal talents from all areas of the world via ISDN. Oversaw all audio production, post production and sound design for all films in production. Worked directly with production manager, vocal talents, vocal coaches, script coaches and translators to produce accurate and regionally precise products.

Recording Engineer | Producer | Voices Online SLC, UT | 2008-2012

Worked directly with production manager and script editors to produce, record, mix and master regional and international vocal talents via ISDN for nationally broadcast commercials, cooperate videos, animation and film. In charge of Sound Design, SFX and Foley for all projects.

Audio Production Engineer | Sound Designer | Composer | Finer Films Puerto Vallarta, MX | 2008-2009

Coordination of location audio recording on land and sea. In charge of creating the highest quality audio pre and post-production available for prestigious international clientele. Responsible for scheduling, coordinating and direction of international vocal talents in various languages. Created a vast array of soundscapes and SFX as well as composed original music for all films in production.

Recording Arts and Music Business Career Adviser | Full Sail University Winter Park, FL | 2008

Advised Associate of Science and Bachelor of Science Degree students and Alumni with the development of their short-term and long-term career aspirations as well as coordinated student/alumni communication and application with hundreds of prestigious commercial studio facilities around the country. Worked closely with a team of Career Advisors and their assistants to develop strategies around market trends to overcome and navigate inconsistencies throughout the audio production industry. Networked with production, distribution, marketing companies, recording studios and post houses. Advised and enabled students and alumni in developing their networks, talents and career potential.

Director of Audio Production | 13 Level Productions International | 2002-2017

At 13 Level I had the opportunity of working with almost every aspect of audio production from game audio, sound design, Foley and audio post to feature film scoring, album production and multimedia deliverables for viral marketing campaigns and mobile content. Also worked closely with the live sound reinforcement, event production and management as well as artist development and media/product distribution.

Creative Audio Director | Senior Audio Engineer | Varitalk Studios Chicago, IL | 2006-2007 | 2017-2018

Worked on voice over, character development, recording, pre and post production. Developed variable audio technology applied to vocal as well as musical user programmable engines. Created quality testing strategies, speed editing/batch-conversion techniques and trained all Jr. audio engineers. In the time I was with Varitalk I helped triple company workflow and production as well as upgraded their standard of product to an above-industry quality. Clients and campaigns include: Microsoft, Nintendo, Brittany Spears, 50 Cent, Air Supply, Cartoon Network, ABC, XM Radio, Wal-Mart, Major League Baseball, The Howard Stern Show, Snakes On a Plane, Walgreens, State of Pennsylvania, etc.

Director de Producción Musical | Pro Santana Estudios Puerto Vallarta, MX | 2006-2007 | 2008-2009

Responsible for the coordinating, scheduling and production of all music related projects. Duties included pre-production, tracking, arrangement and MIDI sequencing, mixing and mastering of many different Latin American and American musical styles incl: Cumbia, Banda, Mariachi, Reggae, Reggae-ton, Afro Peruvian, Calypso, Latin Alternative Rock, etc. Oversaw marketing, duplication and distribution while coordinating tours, scheduled performances throughout Mexico.

Game Audio Engineer | Composer | Sound Designer | Sensory Sweep Studios Draper, UT | 2005-2006

In charge of dialogue editing, SFX creation, sound design, Foley and original musical composition for all games in production (averaging 4-6 consecutive in development) on multiple console formats with various integration methods, award winning triggering and interactive sound design, proprietary audio and MIDI engines and compression codecs. Credits include: Da Vinci Code (Sony PSP), Hi Hi Puffy AmiYummi, The Genie and the Amp (Nintendo DS), Capcom Puzzle World (Sony PSP), etc.

Head Recording & Mixing Engineer | IBN Studios SLC, UT | 2004-2005

In charge of all voice over recordings, editing, mixing, mastering and impeccable delivery of hundreds of high-profile clients' weekly in-store advertisements and integrated "blanket" marketing campaigns distributed nationally and internationally. Helped upgrade audio production to "industry standard" and was responsible for replacing, designing and upgrading four studios as well as trained all Jr. engineers. Clients include: Wal-Mart, Walgreens, Starbucks, Albertsons, Kroger, Maverick, XM Radio, Tommy Hilfiger Outlets, etc.

Producer | Recording & Mixing Engineer | Spirit West Studios SLC, UT | 2004-2006

Responsible for pre- to post-production of various musical and video productions. Helped the studio upgrade and integrate PT HD and re-designed control room. Produced, tracked, arranged, edited and mixed projects on a daily basis as well as coordinated studio booking and client scheduling. I was also the Music Supervisor for the continual production of an internationally acclaimed and award winning DVD and Television series: Signing Times (Two Little Hand Productions)

Freelance Producer & Recording Engineer | Rosewood Recording Company Provo, UT | 2003-2006

My duties at Rosewood are very difficult to describe as the range of audio productions were vast and swept the spectrum including recording, precision editing and acidizing drum and bass samples for multiple Digidesign (AVID) partnered audio production libraries. Oversaw the reverse-engineering and recording top 40 hits with a large and very talented group of studio musicians for Priddis Music Libraries. I also acted as Foley Supervisor for many feature films, Producer/arranger/engineer for dozens of albums and was the house 5.1 mixing engineer.