TIM
MAMBRINO
SOUND DESIGNER

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✉ tmambrino@gmail.com
🖥 www.mambrinosound.com
📍 Chandler, AZ

SKILLS

- Sound Design
- SFX/Field Recording
- VO/ADR Recording, editing
- Critical Thinking
- Problem Solving

TOOLS

- Reaper, Pro Tools, Nuendo
- Wwise
- UE4/5
- Harmony

REFERENCES

Tom Todia
Principal Sound Designer, Ghostpunch Games
Email : fairchild73@gmail.com

Margaret Lu
Sound Designer, Humanoid Origin
Email : margaret.xb.lu@gmail.com

Chris Dang
Audio Lead, Survios
Email : dfens.av@gmail.com

EDUCATION

Vancouver Film School   2013-2014
Diploma in Sound Design for Visual Media

Phoenix College   2009-2011
Associate of Applied Science in Audio Production Technologies

EXPERIENCE

Sound Designer   2019 - 2023

Gearbox Software
Recorded, designed, and implemented a wide range of sounds (creatures, weapons, abilities, interactables, sequences) for Borderlands 3 DLCs, Tiny Tina's Wonderlands, and projects currently in development.

Audio Artist   2018 - 2019

EA Tiburon
Recorded, designed, and implemented new audio assets (SFX, Crowd, UI, Ambience) for NBA Live 19 and 20. Sound design for MUT pack openings in Madden 20.
Quickly learned and became competent with new proprietary tools.

Audio Engineer   2010 - 2013, 2015 - 2017

Marmera Creative
Studio recording and mixing for local musicians and various other clients.
Production and post-production sound for short films and independent features while collaborating with directors and producers to achieve their goals and visions.

Live Sound Engineer   2009-2013

Jim May Productions
Live sound reinforcement and front-of-house mixing for public and private concerts and events dealing with clients, musicians, and event staff.