

LOGAN MATUŠKA

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EDUCATION

Berklee College of Music, Boston, MA — 2022 - 2026; *graduated summa cum laude*

Double Major in *Game and Interactive Media Scoring and Composition*

- Received the 2026 Academic and Musical Excellence in Screen Scoring Award.
- Berklee World Tour Scholarship; 2023-2024 Thrive Scholarship; Berklee Dean's List for every semester.

Kyoto Minsai Japanese Language School (京都民際日本語学校), Kyoto, JP — 2026 - 2028;

Business Preparation & Communication Course (就職準備・コミュニケーションコース)

- Began in October, 2026, and expected to complete in 2028.

EXPERIENCE

- **Freelance Game Composer** (2026)
 - Working on contracts for game developers, writing original music and orchestrating full cues.
- **Composer, “To Face The Void Below Official Soundtrack”** (2026)
 - Created a Unity and Wwise interactive music experience for my Berklee Game & Interactive Media Scoring capstone.
 - Composed and implemented a cinematic orchestral soundtrack featuring adaptive audio and environmental integration.
- **Composer, “I Got Fired @ My Game Design Job & Got... Official Soundtrack”** (2026)
 - Composed and produced original music and classical remixes for a visual novel rhythm game.
 - Implemented audio in Wwise, created sound effects, and mixed the game's complete audio.
- **Composer, “Breath of the Wild Rescore Project”** (2025)
 - Created a 12-minute rescore across 5 cinematic/gameplay cues.
 - Designed and implemented a full adaptive music system using Wwise and Unity, featuring layered loops, transitions, original stingers, and randomization.
- **Composer, “GLAP Official Soundtrack”** (2024)
 - Wrote 11 cues for the Ukrainian indie platformer, GLAP, totaling more than 20 minutes of original music.
- **Composer, “ODINBIT Official Soundtrack”** (2024)
 - Wrote three cues for the Belarusian indie adventure game, Odinbit, totaling more than 7 minutes of original music.

SKILLS

Composition Orchestration Arranging Implementation Game Mixing Voice Acting & Editing

- **MUSIC SOFTWARE** Cubase, Dorico, Logic Pro, Pro Tools, Finale
- **GAME SOFTWARE** Wwise, Unity, Unreal, FMOD
- **LANGUAGE** Native English, Basic Japanese (日本語)