



MATTEO BRANCACCIA

Sound engineer & producer — recording, mixing, mastering, immersive audio

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Third-year sound design student at Sonic College, UC Syd. I record, mix and master for other artists, and produce and write for my duo SJINE, released on all streaming platforms. Seeking a 17-week internship between January and July 2027 — available internationally.

01 WHAT I CAN DO

Run a recording session end to end.

Co-engineered a two-day session for a four-piece band with a classmate: tech rider, ten-input channel plan, running order. Rhythm section tracked together but isolated — drums in the live room, bass and guitar each in their own booth — for clean separation on every source, then overdubs, pedal steel and lead vocal. Four songs. Also recorded a choir for a fourth-semester exam, and have worked on an SSL System T.

Mix and master to release standard.

Co-mastered “Exhaust Hoods” (Trentemøller Rework) for Neu Sierra — released. On the Advanceret Studieteknik elective I mixed and mastered several songs recorded with MGK students, working through the multitracks on my own. Currently producing, mixing and mastering the four-song band session to the band’s own written mix direction.

Build sound for a space.

Wrote the music and sound design, with a classmate, for Praesentia — an audiovisual installation in a church in Copenhagen: long-form, non-verbal, made for people sitting still in a room. A 40-minute version following the four seasons is close to finished. Upmixed two stereo projects to Dolby Atmos on 7.1.4 and 7.1.2 beds.

Make sound that responds.

Designed a game and its entire soundscape alone for the Dynamisk Lyddesign exam — world, concept and every sound in it — implemented in FMOD and Unity as event-driven adaptive audio: intro, gate transitions, death and respawn, and music that intensifies as a two-minute timer runs down. The antagonist is never seen, only heard; the forest itself is the villain. For Mærk Dig Selv, a sensor-driven installation made with graphic-design students, I originated the concept, coordinated the group and assembled and mixed the whole sound design.

Produce and write.

Produce all the music and write the lyrics for SJINE, a duo — released on every streaming platform, played live at Sonic Showcase and Godset.

SEEKING

17-week internship, unpaid

January – July 2027

Available internationally

EDUCATION

Sonic College, UC Syd, Kolding

BA Sound Design · 2024 – Feb 2028

Johan Borups Højskole, København

Music and songwriting · 2023

Himmelev Gymnasium, Roskilde

STX, Music A and English A · 2015–18

SOFTWARE

Pro Tools

Logic Pro

Ableton Live

Dolby Atmos Renderer

iZotope RX

STUDIO

Mic selection and placement

Signal flow and patchbays

Session planning and channel plans

SSL System T

LANGUAGES

Danish, English and Italian

Fluent in all three

02 SELECTED WORK

[Playlist · on.soundcloud.com/MpkTaemKcOhV382FeJ](https://on.soundcloud.com/MpkTaemKcOhV382FeJ)

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- 2026– **Caroline Beck — four songs**
Co-engineer; producing and mixing · ongoing
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- 2026 **Neu Sierra — “Exhaust Hoods” (Trentemøller Rework)**
Co-mastering · released
[Listen on Spotify](#)
-
- 2025– **Praesentia — audiovisual installation, uKirke, Copenhagen**
Music and sound design, with Jens Christian Thinggaard · installation by Jan Aas Sørensen
janaas.life/praesentia · vimeo.com/1170303726
-
- 2019– **SJINE — singles, EPs, album**
Production, lyrics, performance
linktr.ee/sjine
-
- 2025 **Runesten — fantasy forest game, Unity + FMOD**
Solo: concept, visuals and all audio, implemented as adaptive events · Dynamisk Lyddesign
youtu.be/g1Xd40qz0To
-
- 2025 **Mærk Dig Selv — interactive sound-art installation**
Concept, coordination, and the full sound assembly and mix · with Grafisk Kommunikation · Dynamisk Lyddesign
youtu.be/pCu91JgsBFI
-
- 2026 **Dolby Atmos upmixes**
The autumn section of Praesentia and a song supplied by the school · stereo to 7.1.4 / 7.1.2 · Immersive Music elective
-
- 2025 **Ærligt talt, Oskar Skal Dø — podcast**
Sound design, music and mix · group exam with individual trailer · Lydfortælling & Ledelse
-
- 2026 **MGK sessions — songs by pre-conservatory music students**
Mixing and mastering · Advanceret Studieteknik elective
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- 2026 **Hjemløs**
Mix and master, done individually · tracked the choir vocals in a group session · 4th-semester exam
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- 2024 **T..T,T-Talk — sound design for Jan Aas Sørensen**
Every sound built from scratch, using only recordings of Jan's voice
vimeo.com/1055720971

03 OTHER EXPERIENCE

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- 2017–2024 **Fabro Pasta, København — souschef, then kitchen manager**
Seven years at Fabro Pasta in Copenhagen, the last of them as souschef and then kitchen manager — responsible for the daily running of the kitchen and reporting to the owner. Kept the standard through service when it got busy — a session and a service demand the same things.