

PROFILE

Experienced, enthusiastic and versatile sound designer versed in project management, job collaboration with local and remote clients, music composition and game audio.

SKILLS

Music and Audio		Other		Exploring	
Pro Tools	Cubase	Windows	OSX	Wwise	FMOD
Reaper	Reason	Premiere	AVID MC	Unity	
Ableton Live	Soundminer	Office	Field Recording		
Nuendo		Production Audio			

PROFESSIONAL
EXPERIENCE

Undertone Music Inc., February 2017 – Present

Sound Editor – Minneapolis, MN

- Sound editor and Foley editor for film and commercial work. Manages session preparations for ADR, Foley, VO, and music production.

Marketing Architects , August 2016 - Present

Contract Audio Editor - Minnetonka, MN

- Audio editor and mixer for radio spots. Responsibilities include clean-up of ISDN and locally recorded talent VO, edit based on script, mix to specs and deliver off to writers and Audio Supervisor.

Freelance Sound Designer and Composer, February 2016 - Present

Self-employed, 1099 Employee - Minneapolis, MN

Notable paid projects include:

- **The Bookworm.** Provided sound design, Foley, and re-recorded a Ringling College of Art and Design student’s thesis film. Won “Best of Ringling” award.
- **Miimus Medicus.** Composed music and created sound effects for an upcoming Android game developed by fake.pixel media.
- **Mr. Big Shot.** Sound-designed, recorded Foley and mixed 14-minute comedy film.

EDUCATION

Columbia College Chicago

Chicago, IL

Bachelor of Arts, Cum Laude, Audio for Visual Media – Honors Program, December 2015

EDUCATION
HONORS

Best of Ringling Thesis Film: May 2016

Columbia College Chicago Dean’s List: Fall 2012, Spring 2015

Boy Scouts of America- Eagle Scout Rank: November 2012