

CAREER OBJECTIVE

Sound is a collection of frequencies that are without meaning. It is my job as a Sound Designer and Audio Engineer to bend, shape and mold sound giving it meaning and emotion. It is my career objective to find an organization and projects that I can use my skills to deliver audio excellence. I want to plant my roots with a creative team and grow my skills as a professional.

EXPERIENCE

Technical Support/Product Specialist

May 2013 – Present

Loud Technologies (Mackie/Ampeg) – Woodinville, WA

- Created and designed product support documentation including FAQ's, Knowledge Base, and Optimization Guides
- Produced, Designed, and Edited online training/support videos
- Provided in-person trainings and clinics to dealers, reps, end-users, and company employees
- Trade Show product video demos and booth support
- Worked closely with product management team to give new product feedback from end users and discuss new product market trends
- Provided front line support for our test engineering team to quickly relay any bugs or product defects found in the field by end-users or dealers
- Provided troubleshooting and technical support via phone and email
- Redesigned the Tech Support Studio and Office layout to increase productivity and communication

Freelance Sound Designer, Mixer and Engineer

January 2012 – Present

Bad Animals Studio – Seattle, WA

- Sound Design and Dialog Editing for nationally aired TV Shows for National Geographic, TLC, PBS and more. Projects included Alaska State Troopers, Alaska Pickers, Virgin Diaries and Street Heat.
- Re-Recording mixer for The 206 Series on NBC – King 5
- Sound Designer on Biz Kids Season 5 which was Emmy Nominated for Outstanding Achievement in Sound Editing in Live Action
- Sound Design for feature and short length films. Projects include Sweetheart Deal, Hotline, The Breach, and Pilchuck A Dance With Fire.
- Voiceover Recording and Sound Design for commercials, ads and audiobooks. Projects include: The War of Encyclopaedists (Simon & Schuster), Chef Steps, Pepsi, Bartell's Drugs, Pemco, Adidas and more.
- Foley Recording and Engineer for Heart Break
- Voiceover Workshop Engineer (Marice Tobias and Pat Fraley)

Owner/Sound Designer, Mixer and Engineer

September 2011 – Present

Paul Miller Audio – Bellevue, WA

- Sound Designer and Mixer for feature and short length films. Projects include documentaries, action, comedies and commercial work. (Treads, Scouts Honor "Badge to the Bone", Hells Fury, Lauren is Missing and more)
- Sound Design for iOS game called League of Shadows by Playcomo
- Dialog and VO Editing for the Visual Media Group (Sierra Wireless/AT&T at SXSW, Metro Market, BSquare, and Revel)
- Additional Sound Design/Music Editing for Ice Age: NTFN 4D Experience
- Specialize in dialog restoration and spectral editing
- Studio Consulting Work for studio design, technology and training.
- Entrepreneur of surround field recording and surround playback systems

XBOX Live Video Marketplace Content/Metadata Specialist

June 2012 – March 2013

Run Studios (Microsoft) – Redmond, WA

- Published feature film and television content for the XBOX Live Video Marketplace
- Involved with the international expansions of the XBOX Live Video Marketplace catalog to over 20 countries in 7 languages
- Metadata Specialist lead for BBC and more
- Worked with confidential XML and source media files from major video companies
- Organized publishing files and spreadsheets for correct calculation of completed projects
- Transferred metadata into proprietary software and uploaded encoded media files
- Managed several projects involving publishing, quality assurance and goal tracking
- Involved in successful planning for team organization and publishing goals

Groundskeeper/Equipment Operator

June 2007 – June 2012

Meadow Parks Golf Course (Metro Parks) – Tacoma, WA

- Performed course wide maintenance and repairs
- Responsible for course prep and making sure that the course is ready for daily use and tournaments
- Operated Vehicles/powered equipment such as mower, tractors, blowers, front loader, SandPro, and backhoes
- Mowed greens, aprons, fairways, roughs, tees, and natural areas
- Aerifies greens, verticuts tees and greens
- Help planned new course landscaping and improvement project

EDUCATION

The Art Institute of Seattle

Bachelor of Science in Audio Design Technology

September 2011

The Art Institute of Seattle

Associate of Applied Arts in Audio Production

September 2009

Life Christian Academy

High School Diploma

June 2007

AWARDS

Nominated 40th Daytime Emmy – Outstanding Achievement in Sound Editing in Live Action (Biz Kid\$)

The National Academy of Television Arts and Sciences

Best Portfolio Summer 2009- Audio Production

The Art Institute of Seattle

SKILLS

- Sound Design
- Sound Editing
- Dialog Editing
- Re-Recording Mixing
- Field Recording
- Voice Over Recording
- Foley Artist
- Audio Restoration
- Technical Support Document Creation
- Metadata Publishing
- Content Management
- Recording Studio Design
- Sound Library Development
- Hardware and Software Testing

TOOLS

Software

- Mac OSX
- Windows
- Avid Pro Tools HD
- iZotope RX Advanced
- Sound Miner
- WAVES Plug-Ins
- GRM Tools Plug-Ins
- Sound Toys Plug-Ins
- FabFilter Plug-Ins
- Adobe InDesign
- Adobe Photoshop
- Wave Agent
- Oracle
- Microsoft Dynamics CRM
- NetX
- Dante Controller/Dante Virtual Soundcard
- Proprietary Publishing Software
- Microsoft Office

Hardware

- Advanced knowledge of Mackie and Ampeg products
- Pro Tools HD Systems and Consoles
- DAW Control Surfaces
- Analog and Digital Consoles
- Audio and MIDI Interfaces
- Field Recorders
- 5.1 and 7.1 Surround Sound Studio Monitoring Systems
- Outboard Compressors, Limiters, Gates, and Equalizers
- Reverb and Delay Processors
- Microphones: Shotgun, Lavs, Condensers, Dynamic, Ribbon, and Contact