

## About

Imaginative sound designer with over five years in post audio for film, animation, and documentaries. Worked on projects in a variety of different roles including sound designer, ADR recordist/mixer, Foley artist, recording engineer, mixing engineer. Developed and implemented created sound effects in Wwise and FMOD. Strong communication skills when working with a team and directors and the ability to work under the gun.

## QUALIFICATIONS

- ⤴ Over 5 years of audio post experience
- ⤴ Excellent sound design aesthetic
- ⤴ Pro Tools and Logic
- ⤴ TDM, RTAS, Cedar, DirectX, and Waves plugins
- ⤴ Dolby Digital 5.1 mixing and encoding
- ⤴ Audio clean up
- ⤴ ADR recordists
- ⤴ Foley artist and recordists
- ⤴ Re-recording mixing
- ⤴ Field recording
- ⤴ Skilled in both digital and analog audio environments
- ⤴ Experienced in FMOD and Wwise

## EMPLOYMENT

### **CMB Sound**

*Freelance sound designer  
Sound design and mixing*

**2009 to Present**

### **Neptune's Broiler**

*Robert Hawes  
Sound Editor and Foley artist*

**2010 to 2012**

## FILMOGRAPHY

### **Unified Struggle**

*Guerrilla Films  
Audio clean up, editing, mixing*

**January 2014**

### **Brothers**

*Silly Boys Productions  
Sound Editor*

**September 2013**

### **Red Bull Sound Stage**

*Neptune's Broiler*  
*Sound design, SFX creator, Foley artist*

**April 2012**

**Monkey Head Demo Reel**

*Sound design and mixing*

**April 2012**

**Lowe's Commercial**

*Monkey Head*  
*SFX creator, Sound editor*

**March 2012**

**Ordinary Skier**

*Oakley*  
*Dialogue editor, SFX*

**August 2011**

**Lost Lake**

*Marcus Nash*  
*Dialogue editor, SFX, Foley*

**August 2011**

**Dungeon Master**

*Neptune's Broiler*  
*Dialogue editor, SFX, Foley*

**October 2010**

**Carbon Nation**

*Marcus Nash*  
*SFX editor*

**March 2010**

**EDUCATION**

**Vancouver Film School**

*Sound design for visual media*

**Vancouver, BC**

*2009*

**Seattle Film Institute**

*40 week film immersion program*

**Seattle, WA**

*2007*

**Olympic College**

*Associates in art and science*

**Bremerton, WA**

*2006*