

# SAUL SOLIS

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## PROFILE

Creating and recording sound for films and video games is my passion. Backed up with a college degrees in 3D Animation and a post-graduate diploma in Sound Design with the purpose of understanding and developing the process of sound creation from scratch, while having an extremely tuned mind for attention to detail and an objective-oriented personality.

## EXPERIENCE

### HUGMONSTER SOUND - FOLEY ARTIST - JANUARY 2020 - PRESENT (MISSOURI, USA)

Responsible of recreating the Foley that is added to film, video, and other mediums in post-production to enhance the audio quality from the different productions that come through the studio.

**Feature-length films:** All Gone Wrong (2020) - **TV Shows:** The VeggieTales Show (2020)

### OBSIDIAN SOUND TEMPLE - SUPERVISOR - AUGUST 2017 - PRESENT (MONTERREY, MEXICO)

Sound design, dubbing and Foley recording studio based in Monterrey, México. Recording, editing, mixing and mastering sound and musical arrangements from scratch with a fully equipped control room, live room and Foley room.

**Feature-length films:** Monsters (2018) - **Music production:** Mattered (2018)

### DELUXE MEDIA - CLOSED CAPTIONS SPECIALIST - MAY 2016 - JULY 2018 (MONTREAL, CANADA)

Responsible of transcribing and translating TV Shows and films to closed and opened captions for different production companies that came through the studio, such as Netflix, and Hulu. Including dialogue Latin American Spanish, sound cues and music cues.

### TIMELINE AUDIO - FOLEY ARTIST - FEBRUARY 2015 - JULY 2016 (MONTREAL, CANADA)

Responsible of recreating the Foley that is added to film, video, and other mediums in post-production to enhance the audio quality from the different productions that came through the studio.

**Feature-length films:** Pandemic (2016) - **TV Shows:** Black Ice (2016)

## EDUCATION

SOUND DESIGN FOR VISUAL MEDIA - VANCOUVER FILM SCHOOL (2012-2013)

BACHELOR IN ANIMATION AND DIGITAL ART - TECNOLÓGICO DE MONTERREY (2007-2011)

## SKILLS

Localization, Translation, Closed Captioning, Dubbing, Pro Tools 9-10-11, Nuendo, Wwise, FMOD, MAX/MSP, Foley and Field Recording, Location Sound, ADR, Dialogue editing, Music Editing and Mixing, Post Audio Editing and Mixing, Game Audio Implementation.

## REFERENCES

**JOE BARRUCO** – TIMELINE AUDIO  
SOUND SUPERVISOR  
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**ADAM FRICK** - HUGMONSTER SOUND  
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