**Troy Simmons**

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**EDUCATION**

**Tribeca Flashpoint College** Chicago, IL **May 2015**

Associate of Applied Science Degree, Recording Arts

**Columbia College** Chicago, IL **June 1995**

Bachelor of Arts Degree, Audio Engineering Focus

**SKILLS**

Audio Engineering, Sound Design, Post-Production, Music Composition, Location Audio, Sound Editing, ADR, Foley, Native Instruments Komplete 10, iZotope RX3, Soundminer, Microsoft Office

**Proficient:** Pro Tools HD, Guitar, Music Theory

**PROFESSIONAL EXPERIENCE**

**The Colonie** - “Cox Business” (Commercial)  **2015**

*Dialogue Editing, Noise Reduction, Final Mix*

**PROJECT EXPERIENCE**

**Mighty Hands** (Short Film) **Tribeca Flashpoint**  **2015** *Music Composition*

**Oculus** (Game Trailer Redesign) **Tribeca Flashpoint 2015**

*Synthesis Sound Design, Post-Production, Music Composition, Final Mix*

**Thor** (Film Trailer Redesign) **Tribeca Flashpoint** **2014**

*Sound Design, Foley, ADR, Music Composition, Final Mix*

**Bayer Aspirin Spot** (Commercial Project) **Tribeca Flashpoint 2014**

*Noise Reduction, Music Composition, Final Mix*

**Bannquo’s Murder** (Short Film) **Independent Film 2014**

*Location Audio, Sound Mixer, Post-Production, Final Mix*

**Atom** (Short Film) **Tribeca Flashpoint 2014**

*Post-Production, Music Composition, Final Mix*

**WORK EXPERIENCE**

**W.W. Grainger Inc**. Niles,IL  **1992-2013**

* Warehouse Associate
* Grainger Team Committee -BRT (Barrier Removal Team). **2005-2007**

Responsibilities included being in charge of OFI –(Opportunity for improvement) issues with a goal of continued success for the team to overcome any issues.

**References available upon request**