

PROFESSIONAL SUMMARY

Dedicated Audio Engineer, Sound Designer, and Composer bringing a deep understanding of production, mixing, and mastering techniques. Delivers expertly crafted audio assets in a timely manner, matching project specifications.

SKILLS

Pro Tools	Logic Pro X	Reaper
Audio Post-Production	Dialogue Editing	Music Composition
Game Audio Integration	Notion	

EXPERIENCE

Audio Engineer

Howl at the Moon Creative, Montclair, New Jersey, May 2019 - Current

- Mix original videos for online and broadcast release using Pro Tools.
- Operate boom microphone to record field audio.
- Manage sound at numerous live events by coordinating equipment placement, settings and ongoing operation.
- Design sounds for original videos.
- Achieve optimal sound with good planning and thorough testing of equipment setup and configurations.
- Compose music in a variety of different styles to match project needs.

Audio Engineer

Otek Video Productions, Airmont, New York, Mar 2020 - Current

- Operate audio equipment for Steadicam.
- Operate audio mixer to send optimal audio levels to camera.
- Set up wireless microphone/transmission systems.
- Set up/tear down camera equipment and perform grip/swing duties as needed

EDUCATION

Bachelor of Arts (B.A.): Music Performance

Temple University, Philadelphia, PA, Dec 2018

- Graduated with 3.92 GPA

Master of Arts (M.A.): Music Technology

New York University, New York, NY, Dec 2021

- Graduated with 3.96 GPA