

Professional Experience

10.15.04-Currently

POP Sound (<http://www.popsound.com>)

Santa Monica, CA

- Audio engineering, support for NEVE DFC, MMC, & Logic consoles, DigiDesign ProTools/Hardware, AudioFile, Pyxis, VVTR, Finalcut Nonlinear video playback. Dolby & DTS Hardware. Surround expertise including 7.1. Mixing & Sound Design .
- Audio production network administrator, Nonlinear video solutions, ProTools / DAW maintenance, DVD authoring, studio wiring.
- Codec trouble shooting, & multimedia compression for HD, SD, & internet formats (Audio & Video).

6.12.00-10.10.00

Media Interactive Group

Venice, CA

- Computer networking & maintenance. Music & Sound design for Video, and Flash.

3.16.00-6.01.00

primalscream

Santa Monica, CA

- Music & sound design, mixing, maintaining studios, building ProTools systems, computer Tech, and Webmaster.

Qualifications

Audio Production

- Audio engineering & Mixing for Music, Film & Video. Extensive technical knowledge in audio post-production.
- Live sound engineering. (Musical and theatrical)
- Sound Design, Composing, Sequencing, extensive Drum/Percussion knowledge.

Video & Web Production

- Nonlinear digital editing. Up to date knowledge of current digital video editing & playback systems.
- Multi Format authoring, Audio/video compression. (Mpeg, AC3, DTS, DV, Mov, Avi, Mp3, Wav, Aiff, AAC,)
- Cablecast engineering. I engineered for MCTV channel 16, a New England based station.

Computer Skills

- I have a broad knowledge of PC, Macintosh, and Linux platforms. Expertise in multimedia A/V software & Networking.
- Networking, computer maintenance, & component installation.

Education

1997-1999

Manchester School of Technology

Manchester, NH

- Two-year certificate in audio/video production.
- Excelled in music & sound design, audio mixing, video editing, post-production, & digital image editing.
- Worked hands-on for a local television station. (MCTV Channel 16)