# **JEONGU KIM**

# **ASPIRING AUDIO** ENGINEER



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# **ABOUT ME**

I am a creative music student majoring in Music Production & Engineering and Film & Media Scoring at Berklee College of Music. I enjoy crafting music and sound that support storytelling and emotional impact in film, games, and animation. I am also interested in immersive technologies such as VR and game audio, and I am developing skills in audio engineering to better capture, shape, and deliver sound. My goal is to create engaging sonic experiences that connect with audiences and enhance visual media.

# **EDUCATION**

#### 2024 - Present

Berklee College of Music

#### Major in Music Production & Engineering

Studying advanced techniques in recording, mixing, and producing music using industry-standard tools like Pro Tools

#### · Major in Film & Media Scoring

Learning how to compose music for film, and animation with a focus on storytelling, orchestration, and syncing to picture.

#### Minor in Game and Interactive Media Scoring

Learning how to write adaptive music for games and VR using layering and transition techniques, with a focus on interactive structure and narrative flow.

#### Minor in Audio Post Production

Learning how to design and edit sound for media through dialogue editing, sound effects, and immersive formats such as Dolby Atmos, with a focus on clarity and emotional impact.

#### 2022 - 2024

Seoul Jazz Academy -Seoul, Korea

#### Completed full-time program in Piano Performance

Focused on jazz piano techniques, jazz harmony, ensemble playing, and improvisation.

# **EXPERIENCE**

#### 2022 - 2024

#### Student President - Seoul Jazz Academy

Seoul Jazz Academy -Seoul, Korea

- Acted as a liaison between students and faculty
- Helped build a positive and collaborative student community

# SKILLS

- Pro Tools
- Cubase
- Audio Mixing
- Film Scoring

- Unity
- Wwise
- Orchestration
- Conducting