

A. JAMES PROBEL

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EXPERIENCE

Sony Interactive Entertainment

Los Angeles, CA

2019 - 2023

Music Engineer / Music Designer

- Support full engineering pipeline for award-winning AAA game soundtracks
- Collaborate with editors, producers, and programmers to design interactive music systems

Selected Titles Worked On / Shipped:

- Insomniac Games, *Spider-Man 2* (2023)
- SIE Santa Monica Studio, *God of War: Ragnarök* (2022)
- Sucker Punch Productions, *Ghost of Tsushima, Iki Island, and Legends* (2020, 2021)
- SIE Japan Studio and Bluepoint Games, *Demon's Souls* (2020)
- Kojima Productions, *Death Stranding* (2019)

Interlochen Center for the Arts

Interlochen, MI

2017, 2018

Recording Engineer

- Record live orchestral performances and run studio sessions for broadcast
- Mix, master, and upload concerts to NPR-affiliate site

Ohio University School of Media Arts & Studies

Athens, OH

2018

Studio Manager

- Maintain top quality cleanliness of recording studio facilities and their equipment
- Perform maintenance on broken/malfunctioning equipment
- Perform regular maintenance and upkeep on Neve 5088 analog console

All Campus Radio Network

Athens, OH

2017 - 2018

Production Director

- Coordinate weekly meetings, production lessons, and live studio sessions
- Collaborate with other directors/executives to plan events

EDUCATION

University of North Carolina, Chapel Hill, Summer 2024

Coding Boot Camp | Focus: Full Stack Web Development | Completion: July 2024

Bachelor of Science in Communication, Spring 2018

Major: Music Production | Minor: Business | Corollary Studies: Japanese, Management, Marketing
Ohio University / Scripps College of Communication / GPA: 3.9

SKILLS / PROFICIENCIES

Programming Languages: JavaScript, HTML, CSS

Tools/Frameworks: Git, NodeJS, Express, React, SQL, NoSQL, RESTful API design

Audio Middleware - Audiokinetic Wwise | **Game Dev** - Unreal Engine 5, P4v, JIRA

DAWs - Pro Tools, Logic Pro, Cubase Pro, Reaper | **Audio Restoration** - Izotope RX, Melodyne Studio

Misc - Score Reading, Soldering/Maintenance, CAD, Japanese Language