

Bryan Becker

Cell: 216.533.4605 Email: bryan.v.becker@gmail.com

936 W. Sunnyside, Apt. 106 Chicago, Illinois 60640

Work Experience:

Audiotree (Chicago-based recording studio), Internship – Audio (January 2013-June 2013)

- Assist in setup and takedown of recording equipment and sessions
- Ensure all guest/band needs are met and attended to
- General duties around studio (cleanup, setup, prepping consoles and equipment)

Columbia College Chicago, Teaching Assistant - Audio Production I (Aug. 2011-June 2013)

- Assist professors in lectures, coursework organization, and grading
- Give demonstrations over course topics (Pro Tools, audio editing, consoles, microphones)
- Maintain equipment around production lab (microphones, computers, mixing consoles, recorders)

Columbia College Chicago, Supplemental Instruction Leader - Introduction to Audio (Jan. 2011-Dec. 2012)

- Develop weekly study sessions, based on class lectures and communication with professor
- Lead and guide group discussions over course material in sessions
- Organize data promptly and efficiently for SI records

Education:

Columbia College Chicago

- Bachelor's Degree in Audio Arts & Acoustics
- Dean's List, 3.822 GPA

Coursework accomplishments:

Independent Audio Project: SmartTruck Audio Crew: Columbia College, 2012

- One of three students selected in Fall 2012 to staff Columbia College mobile audio/video truck; includes: setup, takedown, and operation of all audio aspects (intercom between cameras and truck, microphone placement, IFB for talent, recording and mixing live during the shoot) for various events: sporting events such as football and water polo, a dance competition, and a gospel/blues choir concert.

Sound Art Electronics Workshop/Principles of Digital Synthesis: Columbia College, 2013

- Built interactive audio installation to be shown at Columbia's Manifest Urban Arts Festival, attended by 30,000 people annually. Utilized: various circuits, Arduino, and Max/MSP

Master Class in Sound Art: Columbia College, 2012

- Designed various multi-channel soundscapes and sound art pieces, using systems of up to 8-channels of surround audio. Utilized: Pro Tools, location sound equipment.

Skills and Abilities

- Audio Editing Suites: Pro Tools, Audition, Reaper, Logic, Reason, Audacity
- Programming: C# scripting, MonoDevelop, Objective-C, Xcode
- Other Software: Unity 3D, Audiokinetic's Wwise, Max/MSP/Jitter, MS Office, Arduino

Continued

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On-campus Audio College Projects

- Sound Designer, responsible for: all audio assets of Columbia College's Interactive Arts and Media program's capstone game project, and three smaller game projects through Columbia (2012-2013)
- Sound Designer of Drillbits, 1st place winner of Columbia College's 2013 24-hour Game Jam
- Location sound mixer/boom operator for several student films: "Messages", "One Night Standing", "Finding Shelter", "Raspberry Blossoms", "Genuinely False", and "The Wright Stuff" (2012-2013)
- Designed sound art piece for a collaborative, multi-media piece with Columbia College dance student Erica Ricketts (2012)
- Composed, performed, and recorded music for student film project, Mario Garza (2009)
- Foley artist for student film project for Mario Garza (2009)
- Internship at Metrosync Studios, Cleveland, 1 month (2006)

Work Experience, General Music Production Projects:

- Recorded, mixed, and produced own albums ("You've Just Begun to Grow", "Pillars") as Frontier, Pioneer: Chicago Progressive Metal project (2012)
- Recorded live, mixed, and produced Roosevelt University's musical/choral group BLEND's concert (2012)
- Recorded, mixed, and produced EP and single ("Aspirations EP", "G.B.L.") for Vandailia: Northeast Ohio Metalcore band (2012/2013)
- Recorded, mixed, and produced album ("The Theory of Everything") for Crush Your Friends: Northeast Ohio rock band (2010)
- Mixed and produced two singles ("Move Away" and "Searching for Your Love") for Chima Rok'e: R&B artist (2010)
- Recorded, mixed, and produced demo ("10,000 Ways to Incorporate") for North 25th: Northeast Ohio Metal band (2009)