

FAULKNER BODBYL-MAST

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EDUCATION

University of Michigan

M: Bachelor of Science in Sound Engineering

m: Electrical Engineering

GPA: 3.839 / 4.00

Graduation: May 2022

Awards: [Shipman Scholar](#), James B. Angell Scholar, University Honors

EXPERIENCE HIGHLIGHTS

[Soni C. Elegans and Beyond](#): Artist, Sound Engineer

May 2021 - Sept 2021

- Worked alongside faculty on a small student team to create a multimedia exhibit highlighting C. Elegans research
- Designed the signal flow for the exhibit which utilized both audio-reactive visuals and ambisonic playback
- Created a graphic score in Processing which responds to live audio analysis data from Max MSP

[Delaware Mines Project](#): Producer

Fall 2018

- Recorded two concerts in a copper mine using an ambisonic microphone setup
- Assisted development of a Max MSP patch which prepared the ambisonic speaker array for playback
- Using IR samples, assisted auralizing the mine's acoustic; which was used for a live studio performance of the concert
- Shot, edited, and produced a short documentary with binaural audio to promote the project

[Wolverine Soft Studio](#): Audio Director, Composer, Sound Designer

Summer 2019 - Now

- Founded the studio's audio team in Fall 2019, recruited and directed a 10-member audio team each semester since
- Assisted 3D spatial audio research and implementation within Wwise for the studio's first 3D game in 2020
- Authored primary workflows, tutorials, and other documentation for the audio team
- Facilitated communication between the audio team, the rest of studio, and industry contacts

[Duderstadt Center](#): Media Assistant

Fall 2019 - Now

- Provided technical assistance for repair, installation, and maintenance of professional-grade audio equipment
- Organized, led, and engineered recording sessions for faculty, students, and other clients
- Trained students on recording, signal flow, and API Vision Consoles for audio studio certification

[University of Michigan Theatre Dpt.](#): Sound Designer, Composer

Fall 2018 - Feb 2019

- Chief sound designer, composer, and assistant sound engineer for University Theatre production of *Love and Info*.
- Co-engineered acoustic solutions vis a vis speaker construction and positioning for the show
- Collaborated closely with faculty and student actors to compose appropriate incidental compositions

SELECTED PROJECTS

Audio Engineering Society - Member; Great Lakes Preservation Alliance - Co-founder, Creative Director; *A Beautiful Country* - Composer; Filipino American Student Assoc. Culture Night - Sound Engineer; CCRMA Sound Art Workshop - Sound Artist

"Concert Hall Acoustic Measurement and Simulation with Multiple Sound Sources on the Stage," [U. of Rochester](#) - Accepted as Summer 2020 Undergraduate Researcher from pool of 200 applicants (program cancelled due to COVID-19)

2020 Tokyo Summer Olympics, NBC Sports - Accepted as Video Production Intern (program cancelled due to COVID-19)

SOFTWARE PROFICIENCIES

Audio: Pro Tools, Ableton, Logic Pro **Modeling:** OpenSCAD, LTSpice **Programming:** Max MSP, C++, Matlab, Processing
Game: Unity, Wwise **Video:** Final Cut Pro, Adobe Premiere, After Effects **Visual:** Adobe Illustrator, Photoshop, Blender