Daniel Brackenbury

Sound Recordist / Designer / Programmer

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Experience

Freelance Sound Recordist / Post-Production Designer (2015-Present)

- Recorded live dialogue on-set as boom operator; managed and operated recording equipment and mixers, coordinated with the production team to ensure proper file structuring, organization, and delivery.
- Recording and sourcing of materials for post-production foley work; assembled libraries of custom sounds in-studio to be used for sound design and layering.
- Post-production sound design; assembled, layered, and mixed sound, dialogue, and music to create engaging viewer experiences and cohesive film and ad productions with depth and personality.
- Notable works include:
  - Sound design for numerous *Fiverr* ad spots.
  - Sound design and recording on video produced for the University of Toronto's *Creative Destruction Lab* featuring Chris Hadfield*:* "Human Nature".

Skills

- Expertise in audio production using industry-standard digital audio workstations including Avid's ProTools, Reaper, and DaVinci Resolve.
- Practical experience with project file management, organization, and delivery.
- Strong interpersonal and communication skills; a collaborator who works well with teams.
- Experience developing games in the Unity, Godot, and Unreal engines, including work with the FMOD sound engine and asset creation and integration in Blender.
- Practical programming skills using the languages C#, Lua, Python, Processing, and JavaScript.

Education

Bachelor of Fine Arts, Toronto Metropolitan University School of Image Arts (2015-2020)

- Pursued and excelled in a specialization for production sound and recording.
- Worked with other students as part of a group of production teams to realize our theses; performed on-location sound recording and post-production work on tight deadlines for numerous films which previewed at the *Ryerson University Film Festival* in 2019.