HEOLINY JUNG

AUDIO ENGINEER - PROGRAMMER - PRODUCER

📞 (631) 655-1242

✉ heolinyjung@gmail.com

🌐 heolinyjung.com

in https://www.linkedin.com/in/heolinyjung/

g https://github.com/olijng7

EXPERIENCE

SIMPLY CREATIVE RECORDING STUDIO
(2021-Present)
Audio Engineer
- Engineer recording sessions for singers, rappers, spoken word, and instruments using Pro Tools software and outboard hardware.
- Manage artists and ensure sessions run smoothly and efficiently.

INDIANA UNIVERSITY RADIO & TELEVISION SERVICES (2019-2021)
Audio Engineer (A1, A2)
- Mixed audio for sports broadcast on *Big Ten Network* + in a live studio setting.
- Managed a large-scale Dante AoIP network and Clear-Com wireless communication system.

NEW-YORK HISTORICAL SOCIETY (2020)
A/V Intern
- Assisted with running sound for live events and restored and archived audio files using Pro Tools and iZotope RX.

SELECTED PROJECTS

One - **Emma Walsh** (2020)
Engineering, mixing, mastering, producing
www.heolinyjung.com/works

And Then Beyond (2021)
Sound design, audio mixing, location sound
www.heolinyjung.com/works

The Oli EQ 3 (Wwise/C++) (2021)
Programming
https://heolinyjung.com/WwisePluginProgramming.html

Star Cross'd Lovers (Romeo & Juliet) (2019)
Audio Engineering, RF Mic Management
https://www.youtube.com/watch?v=Da4JzN4205Y

AWARDS & CERTIFICATIONS

FOUNDER'S SCHOLAR (2021)
Indiana University - Bloomington

PRO TOOLS OPERATOR - MUSIC 2018 (2020)
Avid Technology, Inc.

DANTE - LEVEL 2 (2020)
Audinate, Inc.

SKILLS

PRO TOOLS	★ ★ ★ ★ ★
ABLETON	★ ★ ★ ★
WAVELAB	★ ★ ★
MELODYNE	★ ★ ★ ★
DANTE	★ ★ ★ ★
JAVA	★ ★ ★ ★ ★
PYTHON	★ ★ ★ ★
C++/C#	★ ★ ★
HTML/CSS	★ ★ ★
GIT/GITHUB	★ ★ ★ ★
WWISE	★ ★ ★
UNITY	★ ★ ★
SOUND FOR FILM	★ ★ ★
SOLDERING	★ ★ ★ ★

EDUCATION

B.S. IN AUDIO ENGINEERING & SOUND PRODUCTION (2017-2021)
Indiana University - Bloomington
- **GPA: 3.92/4.0**
- Minor: Computer Science
- Certification: Honors Scholar

Relevant Coursework:
- Individual Multitrack Studio Projects
- Sound for Picture Production
- Audio Electronics (I, II, III, and IV)
- Data Structures (Java)
- Intro to Artificial Intelligence (Python)
- Game Development (Unity, Wwise)