HEOLINY JUNG

AUDIO ENGINEER - PROGRAMMER - PRODUCER

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g https://github.com/olijng7

EXPERIENCE

INDIANA UNIVERSITY RADIO & TELEVISION SERVICES (2019-2021)
Audio Engineer (A1, A2)
- Mixed audio for broadcast on the *BTN Student U* network in a live sports 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.

INDIANA UNIVERSITY SCHOOL OF INFORMATICS, COMPUTING, & ENGINEERING (2019)
Undergraduate Instructor
- Lead course labs and graded assignments for introductory Java programming class, "CSCI-C 212: Introduction to Software Systems".
- Gave lectures and answered student questions.

SELECTED PROJECTS

One - **Emma Walsh** (2020)
Engineering, Mixing, Mastering, Producing
www.heolinyjung.info (under Selected Works)

No Running - **Fire Sale** (2020)
Engineering, Mixing, Mastering, Producing
www.heolinyjung.info (under Selected Works)

Recipe Classifier (2020)
Programming, Presentation
https://github.com/olijng7/B351_finalProject

Star Cross'd Lovers (Romeo & Juliet) - **Don Freund** (2019)
Audio Engineering
https://www.youtube.com/watch?v=Da4JzN4205Y

AWARDS & CERTIFICATIONS

FOUNDER'S SCHOLAR (2020)
Indiana University - Bloomington

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

DANTE - LEVEL 2 (2020)
Audinate, Inc.

SKILLS

Skill	Rating
PRO TOOLS	★ ★ ★ ★ ★
ABLETON	★ ★ ★ ★
WAVELAB	★ ★ ★
MELODYNE	★ ★ ★ ★
DANTE	★ ★ ★ ★
JAVA	★ ★ ★ ★ ★
PYTHON	★ ★ ★ ★
C++/C#	★ ★ ★
HTML/CSS	★ ★ ★
GIT/GITHUB	★ ★ ★ ★
WWISE	★ ★ ★
UNITY	★ ★ ★
FACEBOOK 360	★ ★ ★
SOLDERING	★ ★ ★ ★

EDUCATION

B.S. IN AUDIO ENGINEERING & SOUND PRODUCTION (Exp. Grad: May 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)