HEOLINY JUNG

AUDIO ENGINEER - PROGRAMMER - PRODUCER

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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.com (under Selected Works)

And Then Beyond (2021)
Sound design, audio mixing, location sound
www.heolinyjung.com (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	★ ★ ★
SOUND FOR FILM	★ ★ ★
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)