

## EXPERIENCE

### NEW-YORK HISTORICAL SOCIETY

(2021-Present)

Audio Visual Associate

- Facilitate installation of A/V systems for museum exhibits and operate A/V equipment for the support of live events.

### SIMPLY CREATIVE RECORDING STUDIO

(2021-Present)

Audio Engineer

- Engineer recording sessions for singers, rappers, spoken word, and instrumentalists.
- 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.

## SELECTED PROJECTS

#### One - Emma Walsh (2020)

Engineering, mixing, mastering, producing  
[www.heolinyjung.com/works](http://www.heolinyjung.com/works)

#### And Then Beyond (2021)

Sound design, audio mixing, location sound  
[www.heolinyjung.com/works](http://www.heolinyjung.com/works)

#### The Oli EQ 3 (Wwise/C++) (2021)

Programming

[https://heolinyjung.com/](https://heolinyjung.com/WwisePluginProgramming.html)

[WwisePluginProgramming.html](https://heolinyjung.com/WwisePluginProgramming.html)

#### Le Nozze Di Figaro (2019)

Head Record Engineer/A1

[www.heolinyjung.com/works](http://www.heolinyjung.com/works)

## AWARDS & CERTIFICATIONS

#### FOUNDER'S SCHOLAR (2021)

Indiana University - Bloomington

#### PRO TOOLS OPERATOR - MUSIC 2018 (2020)

Avid Technology, Inc.

#### DANTE - LEVEL 2 (2020)

Audinate, Inc.

# HEOLINY JUNG

AUDIO ENGINEER - PROGRAMMER - PRODUCER

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🔗 <https://github.com/olijng7>

## SKILLS

PRO TOOLS	★★★★★
ABLETON	★★★★★
WAVELAB	★★★★★
MELODYNE	★★★★★
DANTE AoIP	★★★★★
JAVA	★★★★★
PYTHON	★★★★★
C++/C#	★★★★★
HTML/CSS	★★★★★
GIT/GITHUB	★★★★★
WWISE	★★★★★
UNITY	★★★★★
POST-PROD/ADR	★★★★★
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)