## EXPERIENCE

#### **NEW-YORK HISTORICAL SOCIETY**

(2021-Present)

Audio Visual Associate

- Facilitate installation of A/V systems for museum exhibits and operate A/V equipment such as digital audio mixing consoles for the support of live events.

#### **DIMENSION 70 RECORDING STUDIO**

(2021-Present)

General Assistant

- Maintain organization and cleanliness of studio spaces and manage inventory of supplies.
- Assist in set up and tear down of sessions.

# 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

#### 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

Le Nozze Di Figaro (2019)

Head Record Engineer/A1 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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- 8 https://github.com/olijng7

# SKILLS

PRO TOOLS	****
ABLETON	***
WAVELAB	***
MELODYNE	***
DANTE	***
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)