

# Jack Hepburn

## Profile

I am a passionate and innovative sound designer and engineer focusing in post-production and delivery for film, music, and video games. Whether it is creating realistic scenes or pushing the boundaries of realism, I thrive on enhancing the emotional impact of visual content through my technical and artistic audio skills. I am motivated and excited to work while creating strong connections along the way.

## Employment History

### Truck Unloader, At Home, Geneva

MAY 2022 – AUGUST 2023

### Pool Front Desk, Geneva Park District, Geneva

MAY 2021 – AUGUST 2021

### Wait Staff, Greenfields of Geneva, Geneva

MAY 2016 – AUGUST 2020

## Education

### Major in Creative Technology, Illinois State University, Normal

AUGUST 2022 – MAY 2024

Graduated Magna Cum Laude, Phi Theta Kappa Honor Society 3.88 Cumulative GPA

### Major in Audio Engineering Technology, Belmont University, Nashville

AUGUST 2021 – MAY 2022

### Major in Digital Media, Waubensee Community College, Sugar Grove

AUGUST 2020 – MAY 2021

## Technical Skills

- Pro Tools
- SFX Editing
- Sound Design
- Audio Mixing and Mastering
- Industry Audio Shipping Standards
- Wwise Implementation in Unity

## Interests

- Sound effect creation through synthesis, audio recording processing, and manipulation.
- Creating immersive, fresh, otherworldly sounds for games, film, and music.

## Details

(630) 804-9480  
[jackhepburn2@gmail.com](mailto:jackhepburn2@gmail.com)

## Skills

- Creativity
- Ability to Work in a Team
- Fast Learner
- Leadership
- Ability to Multitask
- Computer Skills
- Adaptability
- Communication Skills