

## **James P. Keary**

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Monday, June 2, 2014

To whom it may concern at Clean Cuts,

While finishing my Masters in Music Technology degree at NYU, for a year I worked for my professor as a sound designer on a research project that set out to sonify medical imaging data from PET scans. This undoubtably unique experience took me to the more extreme definitions of what it meant to be a sound designer. Audio programming in Csound and Supercollider, psychoacoustics, MIDI and OSC scripting, GUI audio unit development, and algorithmic composition were added to my artistic skill set of a tradition education in music theory and orchestration, work as a sound designer for videos and games, and my 5+ years of experience as a composer, producer, and independent recording and touring artist. My name is James Keary, and I want to bring my understandings and experiences in sound to Clean Cuts as a sound designer, composer, engineer and/or producer.

As a sound designer, I have worked on videos and games. For video, I've done Foley work, field and studio recording, voice over work, editing, mixing and mastering in Pro Tools and other major DAWs, and surround sound psychoacoustic mixing. For games, I have learned the tools of the trade (FMod, Logic Pro, Unreal Development Kit, and Pure Data), worked with procedural audio utilizing physical modeling and sound synthesis, created virtual immersive environments, and even written audio compression algorithms. Through these experiences, I have gained the ability to pick up new technologies, softwares and programming languages very quickly. As a composer, I have written and recorded for ads, videos, and my own artistic outlets. As a independent touring and recording artist, most recently 4+ years in the New York indie rock band Miniboone, I have an expertise in the crafts of songwriting and arranging, studio recording, and the skills for the communication of musical ideas. Finally, I have worked as an live audio engineering for recording artists's practices, having worked on SSL, Mackie and Yamaha consoles, with outboard gear and other studio hardware. Finally, my thesis work, which I did concurrently to finishing my classes and working on the sonification project, was on natural 3D audio through Ambisonic microphone design, impulse responses of acoustic spaces, and digital signal processing.

In July, I am relocating to the Washington D.C. area. I hope this letter, my resume and portfolio website show that I would be a great addition to your staff. Thank you for your time and consideration. Please contact me for any information, I am available whenever and eager to discuss.

Best,

James Keary