

Jared Lipkin

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SKILLS

- Electronics: Op-Amps, BJTs, FETs, Passive Filters, Vacuum Tubes, Power Supplies/Rectifiers, A-D/D-A Converters
- Software: C/C++, Matlab, LaTeX, Pro Tools, QLab, OpenSoundMeter, Premiere Pro, Theatremix, Dante Controller, Wireless Workbench
- Audio Consoles: Yamaha QL, A&H SQ, A&H GLD, API 1608-II, Behringer/Midas X32/M32, Mackie Onyx

EDUCATION

University of Rochester

Rochester, New York

Bachelor of Science, Audio and Music Engineering

Anticipated Graduation May 2026

- Major GPA: 3.90 out of 4.00 • Cumulative GPA: 3.66 out of 4.00
- Relevant coursework: audio electronics, signals and systems, musical acoustics, digital signal processing, circuits and signals, recording and sound design, critical listening

PROJECTS

Semi-Parametric Equalizer

October 2024 – April 2025

- Designed, tested, and built an analog, 4-band semiparametric audio equalizer with tube amplification makeup gain stage
- Included variable gain and frequency controls with an optional high-pass filter

EXPERIENCE

University of Rochester International Theatre Program (URITP)

Rochester, New York

Audio/Visual Engineer (AVE)

April 2023 – Present

- Collaborated with department Production Manager and Technical Director to implement designs/requests of Sound Designer, particularly during hang, focus, and strike
- Oversaw student team of 6-12; responsible for providing practical instruction
- Provided AV assistance as needed during technical rehearsals
- Developed intercom and monitor system designs for thorough technical communication

University of Rochester Event and Classroom Management (URECM)

Rochester, New York

Event Support Senior Technician (Student Supervisor)

March 2024 – Present

- Sole undergraduate supervisor in a team of 20-50 student employees
- Enacted additional on-site training of Technician Assistants

Event Support Technician Assistant

November 2022 – March 2024

- Implemented setup, operation, and strike of audio, lighting, and video equipment for on-campus events including, but not limited to, dance festivals, alumni luncheons, professional conference events, and theatrical support

Interlakes Summer Theatre

Meredith, New Hampshire

Sound Designer/Mix Engineer

June 2024 – August 2024

- Designed complete sound landscape for 4 full musical productions, including live line-by-line mixing, SFX, and orchestra mix
- Interfaced with production manager and artistic director to advise on various system improvements
- Managed and repaired 20-30 wireless microphone systems, including Shure SLX and Countryman B6

HOBBIES

- Crossword puzzles
- Hiking
- Baseball
- Baking
- Rock Climbing
- Reading

