cknollmeyer@gmail.com

Chris Knollmeyer

Musician, Audio Engineer, Video Producer & Editor

EXPERIENCE

Critter & Guitari, Brooklyn NY Media Content Producer, Instrument Technician

SEPTEMBER 2015 - PRESENT

- Creating and editing social media/advertising content
- Constructing instruments using various technologies
- Overseeing distribution and shipping

Pete's Candy Store, Brooklyn NY Audio Engineer

MAY 2016 - PRESENT

- Single-handedly providing sound engineering for each act, including configuring the stage to their needs
- Conferring with the booker to evaluate performances and strategies for the venue
- Negotiating set times for up to four groups per night
- Consistently interfacing with new musicians

Royer Labs, Burbank CA *Microphone Technician*

MAY 2014 - AUGUST 2015

- Assembled various parts of several products including microphones and shock-mounts, from basic components to final assembly
- Worked closely with the production team for efficient product assembly

California Institute of the Arts, Valencia CA Teaching Assistant for Concert Production and Audio Programming

SEPTEMBER 2012 - MAY 2015

- Provided front of house sound mixing, archival recording, video broadcasting, and stage lighting for each show
- Taught new students how to perform these duties
- Helped students design sounds and arrange songs in digital audio workstations and digital synthesis programs.

EDUCATION

California Institute of the Arts BFA Music Technology

SEPTEMBER 2011 - MAY 2015

Specific areas of study include music production and computer sciences, digital audio production, sound synthesis, object-oriented programming, web design, music history, music theory and music performance.

SKILLS

- -Excel at teamwork in a faced-paced environment
- -Self-driven
- -Detail-oriented

Music Production

- -Ableton Live
- -ProTools

Audio Programming

- -Reaktor
- -Max/MSP
- -Pure Data

Adobe

- -Premiere
- -After Effects
- -Illustrator
- -Photoshop
- -Audition

References and letters of recommendation available upon request.