

Ross Cohen

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Professional summary

Motivated and talented composer / sound designer / animator / music tech engineer with experience in multi media synchronization and installation art. Works well in collaborative projects and frequently inspires group members to achieve their highest potential both individually and as a whole. Interested in sound design and visual art for horror genre of film, TV, social media, promotion, rides, and exhibits.

Skills

Tech

Logic, Reason, Ableton, Pro Tools, Max, Finalcut Pro, circuit bending, programming in C

Other Skills

leadership, group collaboration, big picture planning, character creation, claymation, ventriloquy

Experience

Fineberg Tenant's Union, Elected Leadership Board Member (Boston, MA Jul 2020 - Sep 2021)

- Helped to found the union gaining leadership, collaborative, organizational, diplomatic, tacticle, strategic, and public skills
- Spearheaded a popup exhibit protest featuring visual art from myself and others which demonstrated the horrors of living conditions in Boston
- Reviewed and contributed to data spreadsheets gaining analytical and research skills
- Collaborated with peers on establishment of organizational mission, strategy, policy, as well as weekly agendas, reports, and other supporting documentation

Id8 Marketing, Intern (Clarks Summit, PA Jun 2019 - Sep 2019)

- Composed music for advertisement
- Worked with film, film editing, and storyboard planning
- Collaborated with peers on strategic planning

Education

- **Berklee College of Music, 2022:** Electronic Production and Design major, World Tour scholarship, 3.72 GPA
- **Abington Heights Highschool, 2018:** Chess Club founder, 3.96 GPA

Notable Achievements

(available for review on website)

Music For Humans: a musical and visual story

Symphony No.1: The Story of Scranton