Nadia Othman

Brooklyn, NY • nadiao.sound@gmail.com • nadiaothman.com

EDUCATION

New York University • Bachelor of Music in Music Technology   **May 2024**
- GPA: 3.858/4.0; Cum laude, University Honors Scholar, Dean's List
- Senior capstone: "Exploring Impulse Response Measurements in Paulson 620"

EXPERIENCE – AUDIO

Live Sound Engineer and Designer • Freelance   **May 2024-Present**
- Sound Design; *Into the Woods* with Make Lemonade Productions; November 2024
- Sound Design; *Princess Hamlet* with the Circle Festival; September 2024-November 2024
- Strike Crew for *Good Bones*; The Public Theater; October 2024
- A1 and Technician; La MaMa Experimental Theatre Club; May 2024-Present
- A2 and Audio-Visual Tech; Mind the Gap through NYU Steinhardt; May 2024-Present
- A2; En Garde Arts: playdate Fest!; June 2024
- Volunteer Load-in Staff; *Broadway Bares*; Hammerstein Ballroom, June 2024

Death By Audio • Employee, Assembly & Quality Control   **May 2022-Present**
- Assemble dozens of effects pedals per day by soldering parts and printed circuit boards into enclosures.
- Test all parameters on pedals with an electric guitar or vocals.
- Troubleshoot and test issues using tools including multimeters.
- Provide quality control by cleaning and examining pedals before boxing them up to be shipped.
- Create audio-visual pedal demos, both performing and producing.

The Jazz Loft • Intern, Live Mixing and Recording Engineer   **May 2023-August 2023**
- Communicated with performers regarding stage and equipment needs.
- Chose and set up microphones and equipment for recording as well as live sound.
- Organized the signal flow through digital mixer and digital audio workstation.
- Operated the live mix, adjusting levels, effects, and dynamics as needed.
- Mixed and mastered recordings of performances for the venue's archival and promotional purposes.

James L. Dolan Recording Studio • Intern, Assistant Engineer   **August 2022-December 2022**
- Assisted in engineering various recording sessions, such as film scores, jazz ensembles, and pop bands.
- Set up and positioned recording equipment based on provided I/O sheets and diagrams.
- Patched signal through effects units, preamps, and to the console or DAW using a patchbay.
- Set up and recorded in Pro Tools sessions, communicating with performers and directors through talkback.

New York University • Studio Monitor   **September 2021-May 2022**
- Completed daily inventory of all 350 pieces of equipment in the studio monitor closet.
- Communicated with students and faculty in person and via email and telephone regarding studio sessions and cancellations, studio policies, and equipment needs.
- Booked students' and faculty's studio sessions onto a calendar based on studio availability, eligibility to use certain studios, and overall accordance with studio policy.

EXPERIENCE – SINGING & MUSIC DIRECTING

Follies in Concert   **June 2024**
- Sang Soprano in the 75-member choir for "Follies in Concert" at Carnegie Hall, music directed by Joey Chancey.

Village Voices   **September 2023-May 2024**
- Vocal jazz ensemble led by Lauren Kinhan and Janis Siegel; sang Soprano and Alto.

NYU Vocaholics Student-Run A Cappella   **March 2021-May 2024**
- As assistant music director, arranged and taught music, led vocal warmups, and led group rehearsals.
- Performed live multiple times a semester, at events such as NYU Welcome Week and regular self-hosted concerts.
- Competed in annual International Championship of Collegiate A Cappella where we advanced to Northeast Semifinals.

NYU Prague Ensembles   **Spring 2024**
- Classical Vocal Ensemble; Soprano; Dir. Marek Valášek
- "Jazzish" Ensemble; Background and Solo Vocals; Dir. Jakub Dolezal

SKILLS

- Audio-visual production and post-production, including ADR and foley recording and editing, in Pro Tools.
- Dante Level 1 certified with experience networking to design audio-visual systems.
- 2D drawings of sound drafts for live events in Vectorworks.
- Acoustic measurements in Room EQ Wizard.
- Front of house mixing using Yamaha, SSL, Behringer, and other consoles.
- Compiling and playing-back sound for live events using QLab.
- Designing and developing products in Adobe Illustrator, KiCad, EAGLE, and more.
- Programming in Python, C++, and MaxMSP, with focus in signal processing for audio applications.
- Sourcing, recording, and synthesizing sound effects and soundscapes for visual and live media.
- Intermediate piano skills with classical and jazz training.
- Understanding of music licensing practices and copyright law.