General Information

Jackson Roth j.dietz.roth@gmail.com

Activities:

- Co-President/General Manager of KOAK Radio (high school radio station)
- Sound Designer/Board Operator/Mentor for ITS (International Thespian Society) troupe #7954
- Co-Organizer and Event Planner for Arts Festival (school music and visual art festival)
- Chair on the Student Admissions Committee

Community Service:

- Science/music teacher for CYP (Community Youth Partnership)
- Volunteer at The Pablove Foundation

Work Experience:

Assistant Teacher/Teacher at the Academy of Creative Education (ACE)
Exploratorium, Oakwood School

Experiences

Related Experiences:

- Teaching guitar, drums, bass, piano, and vocals at Academy of Creative Education to 3rd through 6th graders
- Performed with School of Rock house band throughout Los Angeles, including at the Whiskey A Go Go, Staples Center, Universal CityWalk, and Half-time at LA Derby Dolls games
- Working in the sound department for the school theatre program and ITS
 - Progressed from Sound Board Operator to Sound Designer, currently mentoring a younger student to replace me after I graduate
 - o Composing some of the score for the senior play Hamlet
 - o Productions include: The Crucible, The Drowsy Chaperone, and Hamlet

Math Courses:

- Honors Algebra II
- Honors Precalculus
- AP Calculus AB
- Statistics*
- Philosophy of Math*
- Physics with Calculus
- AP Physics C (math based)

^{*}Taken during second half of senior year

Music Software Experience:

- Proficient in Ableton Live 9
- Proficient in Serum
- Proficient in Massive
- Proficient in Serato DJ
- Skilled in Logic Pro X
- Experience in Pro Tools
- Experience in Fruity Loops Studio 12
- Experience in Bitwig Studio
- Experience in Finale
- Experience in Main Stage 3
- Experience in Max for Live

Software Experience:

- Proficient in Adobe Photoshop CS6
- Proficient in Adobe Illustrator CS6
- Proficient in Microsoft Suite Word, Excel, and Powerpoint
- Experience in Adobe After Effects CC
- Experience with Unity
- Experience/Proficient in Xcode

Music Hardware Experience:

- 9
- '/
- 7

Sound Recording Experience:

- School course on studio recording, final project was producing a single with a group of students
- Self-recordings
 - Acoustic Guitar
 - o Electric Guitar
 - DI
 - Amplifier
 - o Bass Guitar
 - o Acoustic Drum Kit
 - o Vocals
- Field Recordings for ambient sounds
- Boom Operator for student films