

SUMMARY OF QUALIFICATIONS

- Experience editing, mixing, and mastering music and sound effects for linear and interactive media using Pro Tools, Reaper, and Logic Pro
- Experience conceptualizing, recording, editing, and implementing game audio assets in Unity game engine using C#, FMOD, and Wwise
- Experience collaborating with peers and project leads on game development projects to deliver quality content under tight deadlines

EDUCATION

Shoreline Community College | AAAS Digital Audio Engineering SEPTEMBER 2018 - EXPECTED JUNE 2020

Shoreline Community College | AAAS MIDI/Electronic Music Production SEPTEMBER 2017 - JUNE 2019

EXPERIENCE

Shoreline Community College | Studio Technician JULY 2019 - PRESENT

- Work closely with team members to troubleshoot technical problems and perform repairs on professional audio equipment in a studio setting
- Create a positive learning environment by communicating effectively with students requiring guidance to solve technical audio-related problems

Shoreline Game Audio Club | Founder & President DECEMBER 2018 - SEPTEMBER 2019

- Coordinated with student government to organize, promote, and successfully execute club events
- Provided value to members by networking with industry professionals to secure speaking events and by organizing educational presentations on relevant subjects

Hexcel Corporation | Composites Assembly Specialist SEPTEMBER 2013 - SEPTEMBER 2017

- Analyzed engineering drawings to successfully complete assembly of flight-critical aerospace components
- Collaborated with diverse teams to ensure products exceeded quality specifications

West Elm, Inc | Inventory & Customer Service APRIL 2012 - SEPTEMBER 2013

- Provided exceptional service to and communication with diverse customers
- Monitored inventory of all store goods and restocked to ensure timely fulfillment of customer orders

United States Marine Corps | Lead Dynamometer Technician OCTOBER 2008 - OCTOBER 2011

- Diagnosed malfunctions of and prescribed repairs for combat vehicle engines and transmissions
- Accounted for and maintained operational readiness of 1.4 million dollars of mission-critical equipment

RELEVANT PROJECTS

Doom Eternal Trailer | Linear Re-design

- Compose, arrange, edit, mix, and master original music for linear media re-design

Sonar Explorer | LWT Game Dev Project

- Conceptualize, design, compose, and implement original music and sound effects in Unity-based procedural rhythm game using C# and FMOD

Unity 2D Game Kit | Demo Project

- Record, edit, and implement original audio assets in Unity using C# and FMOD

Star Citizen | Linear Re-design

- Record, synthesize, arrange, and mix original sound effects for linear media re-design

Selena Gomez - Ring | Multitrack Recording Project

- Record, mix, and master multitrack audio of musical performance by student ensemble