

## PROFILE

Left and right brain creative thinker, with a deep rooted passion for audio engineering. A keen learner with a pursuit to further his understanding of mixing, recording, editing, show production technologies and techniques. A quick paced worker with the objective of producing high quality results in a fast turnaround environment. Currently an intern/assistant engineer at Bunker Recording Studios Brooklyn and live audio engineer at Brooklyn Bowl.

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## SKILLS

- Comprehensive understanding of Music Theory
- Comprehensive understanding of signal flow
- Console skills: Neve 5088, SSL AWS 948, API Vision, SSL Duality, Neve 8088, SSL 4000G, Midas Venice and Midas M32
- Proficient in patching and operating a variety of outboard analog gear
- Proficient in tracking, editing and sequencing using Pro Tools HD, Logic and Ableton
- Proficient in other software tools such as Melodyne, Auto-tune, Vocalign, Trigger 2 and Izotope RX
- Proficient in Wwise video game audio integration software
- Fundamental understanding of Unity video game engine
- Fundamental understanding of Final Cut Pro
- Fundamental understanding of lighting, audio and video show production systems
- Understanding of principles of sound design

## CAPABILITIES

- Understanding of physics based microphone techniques
  - Capable of Instrument and voice/vocal recording
  - Capable of producing vocals and meeting clients vocal effect vision
  - Comprehensive understanding of multiple compression techniques
  - Capable of producing and editing vocals and or instrumentation for music, TV, film, podcasts and live audio
  - Sound reinforcement, processing, editing, mixing and synthesis
  - Communicates well with clients, manifests their vision and maintains creative approach
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## SELECTED EXPERIENCE (WORK)

### Music

#### [Parasite by Zahr x Véd](#), Mixing & Mastering Engineer, *Producer* - (April 2020)

- Long client relationship allowed for autonomy during the mixing process as I understood the fundamental requirements client required
- Goal was to create a genre specific balanced mix whilst adhering to clients vision and streaming industry volume standards
- Mixed in Pro Tools 12
- Used EQ and Parallel Compression to make synths more powerful.
- Enhanced synths by processing through modelling analogue compressors as well as saturators to add colour
- Reduced harsh and resonant frequencies and reduced mud in mids
- Applied rhythmic multiband compression as an effect and tool to further encourage listener reaction (e.g head bobbing)

#### [Reflections by Joshua Caleb](#), Mixing Engineer - (Jan 2019)

- Met client as a busker on the streets of Melbourne, Australia
- Primary goal was to enhance current mix with a focus on vocal production as well as master song to meet streaming industry volume standards
- Mixed in Logic Pro X
- Mastered in Pro Tools 12
- Aligned vocals with Flex Time
- Applied reverb, delay, and phaser to produce vocal sound that the client envisioned
- Modified existing kick with subharmonic generator to increase presence and low end.
- Used Parallel, multiband and BPM based compression in various areas throughout mix
- Overall product was delivered with a fast turnaround due to the artist's pre-set release date

#### [I See You by Zahr](#), Mixing, Recording & Mastering Engineer - (Dec 2018)

- Main objective was to have clean vocal stacks and to process guitars in order to sound dreamy
- Focused on accurate EQ work to ensure no song elements would clash
- Heavily EQed bass guitar to make it rounder sounding than original recording
- Processed background vocals through Vocalign

- Recorded in Logic Pro X, mix and mastered in Pro Tools
- Elements were run through modeling analog compressors as well as saturators to add colour to the sound

## SELECTED EXPERIENCE (ACADEMIC)

### Video Games

#### First Person Shooter Game, Sound designer and Implementation - (Jan 2019)

- Creatively recorded and edited gameplay sounds based on genre type within Pro Tools
- Created positive and negative feeling sounds for menu functions such as accept, back and invalid entry
- Added automatic variations and distancing within Wwise
- Implemented all sounds into game within Unity Engine
- EQed and mixed sounds to not clash in any instance during game play

### Film

#### Nothing Owed Clip, Sound FX, ADR, Foley, Background Recording and Editing Engineer - (Feb 2019)

- Recorded and guided ADR talent
- Used online libraries in combination with recording to source background sounds, sound fx and foley
- Edited all sounds to add realism in Pro tools

#### Loner Trailer, Sound FX Editor - (Mar 2019)

- Collected sample sounds from independent resources along with online library soundideas.com
- Edited and timed sound FX in Pro Tools

### Podcast

#### Dave Fridman Podcast, Producer and Editor - (Apr 2019)

- Researched mix engineer and created written script
- Recorded voice over in Pro Tools and implemented in Final Cut Pro
- Edited video portion of podcast in Final Cut Pro
- Filmed portions of video and implemented in Final Cut Pro

### Music

#### Come At Me by Fadi, Producer, Mixing & Mastering Engineer - (Apr 2019)

- Recorded and mixed with Rupert Neve 5088, SSL AWS 948, API Vision, SSL Duality, and Pro Tools 12
- Envisioned for the song to be targeted to a pop audience
- Guided and aided artist with song composition, song structure and instrument performance timing, specifically to target pop audience
- Established microphone selections and positions for drums/percussion, guitar, piano and vocals
- Analyzed each take and encouraged the artist to maintain energy
- Supervised vocal production along with artist
- Timed, tuned, leveled, compiled and edited vocals
- Constructed drum rhythm along side drummer
- Applied frequency dependent stereo imaging on acoustic guitar
- Mastered with analog gear such as Manley EQ
- Focused highly on BPM based compression in order to push the listener to bounce their head
- Shaped mix volume automation to increase energy of final chorus

## EDUCATION

**Full Sail University:** B.S Recording Arts.

**Sept 2016-Aug 2019**

*Relevant Coursework:* Recording Principles, Show Production Systems, Sequencing Technology, Mixing Techniques, Audio Post Production, Audio File Management and Documentation, Critical Listening, Digital Consoles, Music Producing & Arrangement, Recording Consoles, Session Recording and Vocal Production.

**Cheshire Academy:** International Baccalaureate Diploma Program

**Sept 2013-May 2016**

*Relevant Coursework/ Leadership:* A.P Music Theory, Physics, Engineering, Music Composition, Intermediate Mandarin, Ambassador to School & Admissions