

EDUCATION

The Los Angeles Film School Aug '14
Hollywood, Ca

Associate of Science in Game Production
- achieved and awarded Summa Cum Laude
- awarded Excellent Attendance for not missing one day of education

The Los Angeles Recording School Mar '12
Hollywood, Ca

Associate of Science in Recording Arts
- awarded Excellent Attendance for not missing one day of education

Culver City High School June '10
Culver City, Ca

Diploma
- regional occupational programs: Auto Mechanics Shop, Computer Business Skills, Digital Photography

ASSOCIATIONS

National Honor Society of the Entertainment Arts
An honors organization recognizing the top-tier academic performers.

SKILLS

- Scripting
Action Script // JavaScript // C#
- Game Engines
Unity 3D // Flash // GameMaker // UDK
- 3D Modeling
Maya 3D // Unity 3D Terrain Editor // 3D Max
- Art & Texturing
Mudbox // Photoshop
- Office Software
Microsoft Word // Power Point (Mac + Windows)
- Audio / Midi Software
Pro Tools HD // F-Mod Designer // Reason // Logic Pro // Ableton
- Mixing Consoles
Neve VR60 // SSL 9000K // SSL Duality // Digidesign D-Command // Icon // Mackie Pro Control Surface // Soundcraft Ghost
- Post-Production
ADR // Foley Editing // Sound Design // Dialog Editing

SHIPPED TITLES

- Aquius, Adventures of a Water Droplet
iOS Mobile Platforms
Project Manager, Game Design, Level Design, & Sound Design
- Curiosity Mars Rover Landing
Xbox & Xbox Kinect
Sound Design
- Solar Sounds
Xbox & Xbox Kinect
Sound Design

PROFESSIONAL EXPERIENCE

CubicBit Apr '13 - Present
Los Angeles, Ca

- Level Designer, Game Designer, Sound Designer
- projects: Made Up Heroes (PC Demo), Aquius:Adventures of a water droplet (iOS Platform)
 - develop & design artistically pleasing levels
 - sound design creative and unique sound FX and music for user and in game experience

19eleven Studios Aug '06 - Present
Culver City, Ca

- Freelance Audio Engineer, Owner
- engineer, record, mix, master, compose, for independent artists
 - equipment use includes: Pro Tools HD, Logic Pro, Mackie Pro Control Console, Sterling Audio ST57 Microphone, Neumann TLM 103 Microphone, DBX 905, 902, 903, and Yamaha Monitoring System

Sonic Pool Post Production Oct '12 - Feb '13
Los Angeles, Ca

- Audio Engineer, Sound Designer
- projects: Totally T-Boz, Nothing to Fear (feature film), Call of Duty Black Ops 2 Trailers, Assassins Creed 3 Trailers, Home Made Simple
 - worked on new media and prepped sessions for engineers
 - mixed ADR and background sessions
 - use studio sound bank to sound design new creative sounds and sequences, mix music and dialogue

Conway Recording Studios Apr '12 - Jul '12
Los Angeles, Ca

- Intern
- complete daily task for management staff including local errands, answer telephones, etc.
 - assist a variety of artists and help them with any needs

Jet Propulsion Laboratory (NASA) Jan '12 - Oct '12
Pasadena, Ca

- Sound Designer, QA Tester
- projects: Explore Mars Demo Reel, Curiosity Rover FX (scene on H2), "Solar Sounds" Xbox Kinect, "Curiosity Mars Rover Landing" Xbox Kinect
 - engineer, mix, sound design music and FX for Xbox Kinect games, sync audio to demo reels for investors

Discovery Studios Apr '12 - Jun '12
Los Angeles, Ca

- Freelance Audio Engineer
- mix and edit "Sizzle Reels" of new potential pilots for clients
 - mix music for television
 - projects: Girlfriend: Confidential, Where's my Car?