

Relevant skill summary:

- Ability to develop and manage stakeholder relationships and communicate technical and creative solutions with clarity. translating organisational objectives into audio solutions that deliver commercial outcomes.
- Proficient with digital signal processing technology, digital audio workstations and contemporary audio systems, DAW: Reaper, Ableton, Protools, Logic.
- Working knowledge and technical implementation of interactive and spatial audio in engine: Unreal Engine, Unity and middle ware Wwise. Well versed in project management Software, Jira, Atlassian and version control such as GIT.
- Strategic and detailed understanding of design, measurement and theory of audio, acoustics and interaction sound, understanding of psychoacoustic principles and usability of interactive sound.
- Production of aesthetic sound design in new media, Virtual reality experiences, spatial audio, ios applications, television, video games dialogue. Computer modeling / simulation and auralisation of acoustical environments, in MATLAB, MaxMSP.
- Establish unique audio identities utilising experience skills developed in recording studio environment, microphone technique, foley and expertise in sound synthesis producing sound from oscillators.

Professional experience:

Audio Visual Technician

Australian Institute of Music

JANUARY 2021 - CURRENT



Key responsibilities include:

- Operate production equipment for events, digital mixing consoles, lighting controllers, cameras and live streaming equipment.
- Responsibility of maintaining and repairing AIM recording studios and production equipment, Setting up and facilitating recording studio sessions for academics.
- Provide technical support to faculty and students using production facilities such as theaters, recording studios, digital media labs and rehearsal rooms.
- Operate and perform network maintenance for AV-over-IP equipment including patching, IP assignment and switch configuration.

Audio Branding Consultant

Neoteny

JANUARY 2016 - JUNE 2019



Key responsibilities include:

- Audio consultant for client brand and identity.
- Establishing strategic sonic identity objectives.
- Producing user interface audio events in adherence with sonic identity.
- Mixing and mastering for quality across multiple device types and operating systems.
- Design and production of audio identity for Ingogo an Australian taxi booking and payments start-up. Case study of this project can be found [here](#)

Interaction Sound Designer, Co-founder

Sonify

JANUARY 2016 - PRESENT



Key responsibilities include:

- Developing sonic identity packs for user interface designers and developers.
- Producing distinct and recognisable sounds connecting disparate events and interactions whilst aiding brand recognition.
- Communicating interface controls, events, milestones and motion with purposefully designed auditory cues.
- Shaping sound through pitch, loudness, time and timbre to influence user attitudes and sentiment, driving emotional connection.

Contract sound Recordist, Post Production, Mixing.

Eight Productions

NOVEMBER 2015 - 2019



Experiences:

- Air New Zealand TVC - A/V tech support
- Hi Pages TVC Dialogue / sound recordist
- Red line Productions TVC dialogue / sound recordist
- Rare Cancers Australia TVC dialogue / sound recordist
- Australian Government Department of Health PSA Post Production
- TVC's can be found [here](#)

Audio Technician / Support

Bondi Radio & Norwest Productions

JUNE 2016- NOVEMBER 2017

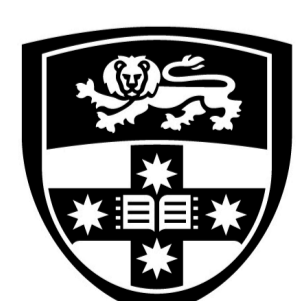


Norwest

Key responsibilities include:

- Radio audio production and broadcasting
- Live events mixing and monitoring for performances
- Audio Systems planning for live events
- Gala Dinner Audio / Visual Support
- RF Communications Setup for events

Education:



THE UNIVERSITY OF SYDNEY

Master of Architectural Science (Audio & Acoustics) University of Sydney (2019 - 2021)



JMC ACADEMY
CREATIVE INDUSTRIES

Bachelor of Creative Technology (Audio & Sound Production) JMC Academy (2015- 2017)

