

## CAREER OBJECTIVE

Sound is a collection of frequencies that are without meaning. It is my job as a Sound Designer and Audio Engineer to bend, shape and mold sound giving it meaning and emotion. It is my career objective to find an organization and projects that I can use my skills to deliver audio excellence. I want to plant my roots with a creative team and grow my skills as a professional.

## EXPERIENCE

### Freelance Sound Designer, Mixer and Engineer

February 2018 – Present

Vossler Media Group - Kirkland, WA

- Motion Capture and VO Audio Engineer – 343 Industries (Halo Infinite)
- Voice Over Audio Engineering
- Location Sound Mixer
- Sound Design and Mixing for Commercial and Marketing Content
- Surround Sound/VR Mixing Content

### Freelance Sound Designer

July 2017 – Present

Impossible Acoustic - Seattle, WA

- Sound Designer and Dialogue Editor on Prospect, a Sci-Fi feature film.
- Sound Design and Dialogue Editing for short films. Projects include: The Gamers, Strowlers, Amaajii, The Traveler, Hurry Up and Wait, The Listener, Dynamo Dream and more.
- Sound Editor on Death Planet, which is a VR experience at the MoPop Holodome.
- Sound Designer and Dialogue editing for SoKirsbyMedia 360 VR videos.
- Game Audio Design work for E-line Media and Galvanic Games.

### Owner/Sound Designer, Mixer and Engineer

May 2015 – Present

Paul Miller Audio - Kingston, WA

- Sound Designer and Mixer for feature and short length films.
- Post Audio Mixing and Design for Commercials and Marketing Content.
- Specialize in dialogue restoration and spectral editing.
- Entrepreneur of surround field recording and surround playback systems.

### Freelance Sound Designer, Mixer and Engineer

January 2012 – Present

Bad Animals Studio - Seattle, WA

- Supervising Sound Editor Feature Film - ECCO
- Sound Design and Dialog Editing for nationally aired TV Shows for National Geographic, TLC, PBS and more.
- Re-Recording mixer for The 206 Series on NBC – King 5
- Sound Designer on Biz Kids Season 5 which was Emmy Nominated for Sound Editing in Live Action
- Sound Design for feature and short length films.
- Voiceover Recording and Sound Design for commercials, ads, and audiobooks.
- Voiceover Workshop Engineer (Marice Tobias and Pat Fraley)

### Technical Support/Product Specialist

May 2013 – July 2017

Loud Technologies (Mackie/Ampeg) - Woodinville, WA

- Provided troubleshooting and technical support via phone and email.
- Created product support documentation including FAQ's, Knowledge Base, and Optimization Guides.
- Produced, Designed, and Edited online training/support videos.
- Provided in-person trainings and clinics to dealers, reps, end-users, and company employees.
- Trade Show product video demos and booth support.
- Worked closely with product management to give new product feedback from end users and discuss new product market trends.
- Provided front line support for test engineering team to quickly relay any bugs or product defects found in the field.
- Redesigned the Tech Support Studio and Office layout to increase productivity and communication.

### XBOX Live Video Marketplace Content/Metadata Specialist

June 2012 – March 2013

Run Studios (Microsoft) - Redmond, WA

- Published feature film and television content for the XBOX Live Video Marketplace,
- Involved with the international expansions of the Video Marketplace catalog to over 20 countries in 7 languages.
- Metadata Specialist lead for BBC and more.
- Organized publishing files and spreadsheets for correct information of completed projects.
- Transferred metadata into proprietary software and uploaded encoded media files.
- Managed several projects involving publishing, quality assurance and goal tracking.
- Involved in successful planning for team organization and publishing goals.

## EDUCATION

**The Art Institute of Seattle**  
Bachelor of Science in Audio Design Technology

September 2011

**The Art Institute of Seattle**  
Associate of Applied Arts in Audio Production

September 2009

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## AWARDS

**Nominated 40<sup>th</sup> Daytime Emmy -  
Outstanding Achievement in Sound Editing in Live Action (Biz Kid\$)**  
The National Academy of Television Arts and Sciences

**Best Portfolio Summer 2009 - Audio Production**  
The Art Institute of Seattle

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## SKILLS

- Sound Design
- Sound Editing
- Dialog Editing
- Re-Recording Mixing
- MoCap DX Recording
- Voice Over Recording
- VR Audio Mixing
- Audio Restoration and Clean Up
- Foley
- Audio Equipment Setup and Design
- Content Management
- Recording Studio Design
- Field Recording
- Hardware and Software Testing

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## TOOLS

### Software Experience

- Mac OSX
- Windows
- Avid Pro Tools Ultimate
- iZotope RX Advanced
- FB360 / 360 Pan Suite
- Sound Miner/Sound Library Tools
- WAVES Plug-Ins
- FabFilter Plug-Ins
- EdiCue
- Dante Controller/Dante Virtual Soundcard
- Microsoft Office

### Hardware Experience

- Advanced knowledge of Mackie and Ampeg products
- Pro Tools HD Systems and Consoles
- DAW Control Surfaces
- Analog and Digital Consoles
- Audio and MIDI Interfaces
- Field Recorders
- 5.1 and 7.1 Surround Sound Studio Monitoring Systems
- Outboard Compressors, Limiters, Gates, and Equalizers
- Reverb and Delay Processors
- Microphones: Shotgun, LAVS, Condensers, Dynamic, Ribbon, and Contact