

audio engineer/sound designer

# MARK ABRAMS

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## Profile

Over ten years of experience as an Audio Engineer, Sound Designer, Music Composer, Foley Artist, and Programmer in the fields of Music Production, Film and Broadcast Post Production, and Interactive Media environments.

## Experience

### Audio/Technical Director | Vaughan Music Studios | Columbus, OH | 2010 - Present

- Manage and supervise a team of Audio Engineers to ensure deadlines are met with the highest quality standards
- Developed systems to engineer and produce clients remotely from Las Vegas, NV
- Web consultation and design for VMS artists
- Event Promotions

### Audio Engineer | World Harvest Church | Columbus, OH | 2010

#### Live broadcast mixing for a television and internet audience of 150,000 viewers

- Front Of House mixing of a thirty five person band for a live audience of seven thousand.
- Live sound system setup for various events
- Live recording of thirty five person band and service

### Music Composer/Sound Designer | JV Games | Las Vegas, NV | 2009 - 2010

- Composed various soundtracks consisting of eight songs in different genres for three Nintendo Wii Titles.
- Supervised audio team and delivered required high quality music and sound effects under strict project deadlines.
- Assisted programmers with audio implementation.

### Audio Engineer/Sound Designer | Mills James | Columbus, OH | 2006 - 2009

- Acquired over \$250,000 of new business with McGraw Hill's Imagine It! national audio book project by developing a new direction and theme, ultimately reviving the product's sales.
- Created customized soundscapes for numerous clients including Toyota, Procter and Gamble, Victoria's Secret Stores, Scotts, Wal-Mart, The Ohio Lottery, Nestle, McDonald's, McGraw Hill, Huntington Bank, Chase Bank, and Value City.
- Developed a new theme for Toyota's New England Fall 2009 campaign, aimed at increasing auto sales among a younger demographic in the Boston area.
- Directed a high energy in-studio experience based on audience participation, as Live Sound Engineer and assistant producer for the Ohio Lottery's Cash Explosion game show. The new direction and interaction with audience members resulted in high energy game play and increased the entertainment value of the show.
- Directed voice over talent for regional and national broadcast television commercials on location and via ISDN.

### Sales Engineer | Sweetwater Sound | Ft. Wayne, IN | 2004 - 2005

- Consulted over three hundred clients with product knowledge and advice on purchase decisions for their businesses.
- Designed intricate recording systems for several prosumer clients and high profile national recording artists, including Paul Simon, Trent Reznor, and Sir Mix-a-lot.
- Designed and installed acoustical treatment layouts in the Studio A control room to create a more accurate mix environment.

### Owner/Audio Engineer | Dulcet Recording | Lexington, OH | 2003 - 2010

- Produced, recorded, and mixed albums, demos, and radio commercials for local artists and businesses.
- Composed original music including jingles and scores for independent films.
- Recorded Voice Over talent for broadcast television commercials.
- Developed curriculum and instructed Mansfield City Schools recording arts class.
- Produced local "American Idol" style competitions for Clear Channel Entertainment.

### Audio Engineer | Spotless Digital Productions | San Diego, California | 2002 - 2003

- Produced, recorded, and mixed albums for all artists on the Clean Box Records roster.
- Produced radio commercials for local area businesses.

## Education

**The Conservatory of Recording Arts and Sciences | Tempe, Arizona | 2002 - 2003**  
Master Recording Program

**The Ohio State University | Columbus, OH | 1999 - 2002**  
Undergraduate Studies

## Skills

### Certifications

#### **Digidesign**

- Pro Tools Master Level Certified Operator
- ICON Systems Certified Operator

#### **Waves Plug ins**

- Certified Operator

#### **TC Electronics**

- System 6000 Certified Operator
- M3000 Certified Operator

#### **SIA**

- Smaaart Live room correction Certified Operator

### Musical Instruments

Guitar, Piano, Percussion, Voice, Baritone,  
Trombone, MIDI Sequencing, Digital and Analog  
Synthesis.

### Software

#### **Audio Kinetic**

- Wwise - Program used for video game sound design/  
audio programming

#### **Firelight Technologies**

- FMOD - Program used for video game sound design/  
audio programming

#### **Microsoft**

- XACT - Program used for video game sound design/  
audio programming
- Office
- Powerpoint

#### **Apple**

- Final Cut Pro
- Motion
- LiveType
- Compressor
- iWork 09

#### **AVID**

- Media Composer

#### **Adobe**

- Premiere
- After Effects
- Photoshop

## Referrals

**Scott Lanum | VP Teleproduction Services | Mills James**

Phone: 614.850.2166

**Mark Trbovich | Video Editor | Brick Editorial**

Phone: 614.506.7243

**Chip Houze | Audio Engineer | Mills James**

Phone: 614.570.0990