

SUMMARY

Passionate and dedicated sound professional, with extensive knowledge in the various production processes within the visual media industry, such as audio recording, editing and mixing. Always ready for teamwork, looking for new techniques and technologies to grow and improve the viewer's immersion and experience.

WORK HISTORY

SFX Re-Recordist / ADR Mixer

2022-05 - 2022-06

Impatient, Vancouver, BC

- Managed SFX levels and used dynamic, frequency and space audio process tools with taste to make the dialogue mix easier to achieve, adding perspective to the picture by automating their parameters.
- Decided where and when to drive the viewers' attention on SFX, BG's and Specs for these elements to coexist with the other sounds in the film.
- Successfully distributed sound elements through a 5.1 system, making the viewer feel immersed in the movie.
- Recorded ADR to improve the audio clarity and quality, taking care of the actor's natural performance.

Dialogue Editor / BG Editor

2022-03 - 2022-04

Sucks to Be Me, Vancouver, BC

- Treated sound rolls provided from the production department, cleaned imperfections, EQ and made decisions on which take would be better to play so they play together homogeneously in tone.
- Created fill for the silence in between takes to make them sound in the same location with or without ADR added.
- Removed unnecessary sounds from recordings without compromising the dialogue quality.
- Recorded, edited and selected sounds from the sound library to recreate backgrounds and atmospheres suitable to the picture.

Production Sound Mixer / Boom Op

2021-10 - Present

Quetzal Audio, Vancouver, BC

- Preparing sound equipment for shooting by checking technical sound and setting up thoroughly.
- Manipulating gain, EQ, compressor and equipment to ensure high-quality recordings for the film.
- Communicating with different production departments to ensure the shooting runs smoothly and efficiently.
- Problem-solving creativity with adaptability to changes on set, creating various solution options in different situations like planting mics, hiding bodypacks and boom options to ensure the sound is getting covered without compromising the picture.

Assistant Producer

La Invasora 88.9 (Radio), Veracruz, Mexico

2020-09 – 2020-12

- Improved audio systems and implemented them for recovery systems such as vinyl/tape formats to digital.
- Assisted clients with modifying and concising their content to meet the radio advertising standard times.
- Planned and created new audio content to be used on live transmissions by the radio hosts.
- Recorded, edited and mixed advertisements for the station in a timely manner to achieve the advertising delivery and transmission on the same day.

Chief Audio Engineer

INEGI, Mexico City, Mexico

2019-10 – 2020-07

- Managed and supervised audio engineers to achieve live audio events successfully.
- Fixed, installed, and calibrated old and new audio equipment to improve the technology used for production and post-production.
- Cooperated with other head departments to create understandable, relevant content for diverse target viewers for radio, TV and social media.
- Ensured all audio-visual equipment was in the best condition to work efficiently.

ADR Mixer / ADR Editor

Macias Group, Mexico City, Mexico

2018-04 – 2019-09

- Successfully recorded ADR translated from English and Portuguese to Spanish LATAM for various TV shows such as Little People, TMNT Rise, Henry Danger, Bold and Treasure, The Flash, etc.
- Troubleshooted translations by adapting the script to match the lip sync, maintaining the content and the story coherence within the same show.
- Cooperated and communicated efficiently with diverse directors and actors to achieve the best overall quality.
- Provided faster delivery times by cleaning, syncing and editing dialogue while recording.
- Made the Re-recorder's job easier by perfectly synchronizing dialogue, removing audio imperfections and harsh sounds and conforming the session to the track arrangement asked by the re-recorder.
- Reviewed the show as an internal Quality Control, highlighting retakes to maintain customer satisfaction and quality assurance.

Central Entertainment, Mexico City, Mexico

2017-09 – 2018-04

- Successfully recorded ADR translated from Farsi and Chinese to Spanish LATAM.
- Designed sound for internal trailers.

EDUCATION

Sound Design for Visual Media

Vancouver Film School, Vancouver, BC

Diploma 2021-08 – 2022-08

Audio Engineering and Music Production

Fermatta Music Academy, Mexico City, Mexico

Bachelor of Arts 2012-08 – 2017-08

SOFTWARE

Pro Tools
Wwise

Reaper
Adobe Audition

FMOD
Adobe After Effects

Izotope RX
Microsoft