Josh Sandifer

(415) – 572 – 6655

Josh.Sandifer@Gmail.com

San Francisco Ca

audioescapades.wordpress.com

linkedin.com/in/josh-sandifer

Objective
Full-time employment in a professional creative facility where I can contribute quality work to a successful team.

Relevant Skills
* Over 5 years of experience working as an engineer at a professional recording studio.
* Experienced in sound design, post production, music/voice recording, Foley, field recording editing, electronic music production, and Wwise implementation
* Experienced in custom sound effects creation using both synthesis and custom analog sound objects.
* Fast learner, comfortable taking direction, and loves to meet deadlines.
* Well practiced at file organization, batch conversions, voice management, and sound file optimization.

Technical Skills

Software

Pro Tools	Wwise	Final Cut Pro
Ableton Live	Unreal Engine	After Effects
Logic Pro	MaxMSP	Audition

Hardware Audio Mixing Consoles : SSL, NEVE, Yamaha, DIGI , Crest V12.
Various Synthesizers, Microphones, EQ's, Compressors, and Recording devices.

Experience **Independent Engineer** Contract (3/2011 – Present)
Remote custom asset creation and dialog editing for clients. Created a number of sound effects for use in phone apps, cartoons, radio commercials, and short films.
Faultline Studios Internship (5/2008)   -------->   House Engineer (5/2009 – 10/2014)
House engineer working with clients on projects including recording, mixing, editing, mastering, and voice over. Additional responsibilities include studio maintenance, repair, construction, troubleshooting, and client services.

Education **School of Video Game Audio** (Online)   (8/2016 - 10/2016)
Online courses to learn Wwise implementation and customization with the Cube Engine. Recorded, Created, and implemented all sounds within a customized game level. Produced and Worked on multiple post production projects. Created custom sound manipulation plug-ins implemented interactive music that responds to in-game parameters.
Ex'pression College for Digital Arts (SAE) (Bachelors Sound Arts)   (4/2005 – 10/2008)
using MaxMSP. Game map design / audio implementation using the Unreal game engine. Lots and lots of music recording.

References available upon request