

# BRYN SCHURMAN

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## OBJECTIVE

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To find a position that would best utilize my audio engineering knowledge and skills, love of music, and ability to come up with creative solutions on the fly.

## SKILLS

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- Knowledgeable in digital audio, music recording and production, sound design, mixing, and live sound.
- Software including Cubase, Protools, Logic, Nuendo, Sound Forge, Audition, Reaper, FL Studio, Reaktor, Reason, Massive, Alchemy, FMOD Studio, Unity 3D, and Wwise.
- Organization, time-management, and communication skills.

## EXPERIENCE

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- Freelance Sound Designer** 2004 - Present  
Games include Faceound; Pirates, Vikings, and Knights II; No More Room In Hell.
- Recorded original sound effects and produced assets using library sources.
  - Recorded and edited dialogue assets.
  - Voice acting and writing.
  - Original music in a variety of styles and genres.

- Traffic Coordinator/Business/Production/On-air** 2006 - 2014  
“Clear Channel Media & Entertainment” in Tavernier, FL.
- On-air announcing, specialty show programming, and artist interviews.
  - Produced national and local commercials.
  - Recorded and coached voice talent.
  - Traffic and continuity for seven stations in the Florida Keys including clock building.
  - Accounting, reception, national sales, and business office experience.

- Audio Engineer** 2004 - 2005  
“Coral Shores High School – Performing Arts Center” in Tavernier FL
- Front of house mixing for live music, town hall meetings, and musical theater.
  - Setup and breakdown of sound reinforcement equipment.
  - Triggered sound effect and music cues for theater productions.

## EDUCATION

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- University of Miami** June 2004
- Graduated cum laude from the Bachelors of Music Engineering Technology program with a second major in Computer Science.
  - Studied audio post-production, recording, acoustics, MIDI, digital audio, music theory, orchestration, DSP, computer programming, and creative writing.