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BRYN SCHURMAN

OBJECTIVE

To immerse myself in the art and technology of interactive sound, in an environment where my creativity may flourish.

KEY STRENGTHS

- Fifteen years of experience recording and editing sound effects, music, and voice
- Programming in Java, C, C++, Python, Open GL, PHP, MYSQL 5, Javascript
- Collaborative development using SVN/CVS, Mantis, and Trello
- Implementation in FMOD Studio and Wwise
- Software including Sound Forge, Audition, Cubase, FL Studio, Reaper, Pro Tools, and Vegas
- Dialogue editing and sweetening
- Live sound and front of house mixing
- Studio recording for music groups and voiceover
- Radio announcing, narration, voice acting, and commercial production
- Music composition and production in a variety of styles

EDUCATION

[2000 -2004]   **University of Miami**

Bachelor of Music: Music Engineering Technology. Graduated cum laude with a second major in Computer Science. Studied audio post-production, acoustics, digital audio, MIDI and computer music, DSP, programming languages, music theory, orchestration, and creative writing.

[1996 – 2000]   **Coral Shores High School**

4.03 GPA. Mu Alpha Theta, Marching Hurricanes, Key Club, Jazz Band, Chess Club, Commissioner's Academic Challenge, Odyssey of the Mind

PROFESSIONAL EXPERIENCE

[2011 – Current]   **Lever Games**

Sound Designer/Voice Actor/Composer – No More Room In Hell

Designed sound effects for weapons, props, and foley; recorded and edited dialogue and zombie vocalizations; contributed additional songs for the dynamic music system.

[2010 - Current]   **OctoShark Studios**

Voice Actor/Sound Designer – Pirates, Vikings and Knights II

Voices for three player characters; produced and edited player and announcer voices, field recordings for ambient soundscape elements; environmental sound design; play-testing and bug-tracking; dialogue writing.

[2006 - 2014]   **Clear Channel Media and Entertainment**

Traffic Coordinator/Business Assistant/On-air Personality

AP, AR, payroll. Traffic and continuity for seven stations. Management of commercial inventory and daily broadcast logs. On-air announcing, production of national and local commercials. Specialty show programming. Nexgen, Viero, Radio Fusion, Peoplesoft, Visma AR, Visual Traffic.

Online sound portfolio: http://tungstenfilamentgroup.com/blog/?page_id=707