



JEREMY J LEE

SOUND DESIGN. INTEGRATION. TECHNOLOGY. CREATIVITY.

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PROFESSIONAL SUMMARY

Veteran sound content and system designer for entertainment. Adept at taking a production's aural universe from concept to integration, including everything from composing/ editing music to drafting system schematics for the installation of equipment. Effective in managing budgets, timelines, and personnel on multiple projects simultaneously. Comfortable scaling projects and expectations to stay within the confines of the budget from minuscule to extravagant.

After over 20 years working as a sound designer in the legit theatre market, I'm looking to share my work with a bigger and more diverse audience.

SUMMARY OF QUALIFICATIONS

- Experienced ProTools Engineer for recording, mixing, post production, and sound design
- Experienced in storytelling through the use of sound and sound systems
- Experience in creating and programming of sound and control for interactive installations
- Adept at forming and leading teams toward a common goal
- Experienced working with directors, producers, musicians, composers, artisans, technicians, engineers, and other designers to collaboratively create a cohesive story for the audience
- Worked on 8 Broadway productions as a sound system designer or sound playback programmer
- International work includes sound designs in the UAE, Bogota, and the UK, as well as sound playback and console programming in Moscow and the Netherlands
- Adept at finding creative solutions to advance the story or synchronize departments
- Exceptionally quick at learning new technology and methodologies
- Facile in adapting my vocabulary and language to the situation; Technicians speak a different language than producers or talent

SELECTED PROFESSIONAL EXPERIENCE

SOUND DESIGN, MUSIC EDITING, POST PRODUCTION AUDIO, MIXING & MASTERING VIDEO PALACE FROM SHUDDER (AMC SUBSIDIARY) 2018

- Responsible Sound Design for 7/ 10 episodes; Mixed and Mastered the entire season
- Creating creature voices, foley effects, ambiences, and custom Impulse Responses to enhance realism of audio
- <https://itunes.apple.com/us/podcast/video-palace/id1439247558?mt=2>

THEATRICAL SOUND DESIGNER 1997 - CURRENT

- Deliver immersive soundscapes to a large audience that forward the narrative
- Record and design original sound effects in the studio and in the field
- Design sound systems, compose music, and create soundscapes for live theatre
- Work with a variety of producers from Non-Profit theatres to Broadway veterans to ensure budgets and due dates are met
- Manage and supervise teams while delegating tasks

AWARDS & NOMINATIONS

- New York Innovative Theatre Awards Nomination - Outstanding Sound Design 2015 (*Law of Return*)
- San Diego Craig Noel Award Nomination - Outstanding Sound Design 2011 (*Somewhere*)
- Helen Hayes Award Nomination (Washington DC)- Outstanding Sound Design 2008 (*The Studio*)
- Bay Area Theatre Critics Circle Award - Best Score 2003 - (*Continental Divide - Mothers Against*)
- Austin Critics' Table Award - Best Sound Design 2002 (*El Paraiso/ Fugitive Pieces/ Tilt Angel*)
- B. Iden Payne Award Nomination (Austin, TX) - Best Sound Design 2002 (*El Paraiso*)
- Bay Area Theatre Critics Circle award nomination - Best Sound Design 1997 - (*Pentecost*)

FULL THEATRICAL PRODUCTION HISTORY AVAILABLE UPON REQUEST

SOUND DESIGNER & COMPOSER - CYDONIA; ANEIVA INTERACTIVE 1996-1999

- Responsible for over 90% of the sound design, editing, composition, mixing, and proprietary engine integration
- <https://www.mobylgames.com/game/windows/cydonia-mars-the-first-manned-mission>
- Gameplay: https://www.youtube.com/watch?v=DxyR_YPot3I

STUDIO RECORDING ENGINEER, OREGON SOUND RECORDING 1999 - 2001

- As recording engineer in "Studio B":
 - Recorded and edited Voice Overs for local and national advertisements
 - Worked with producers and voice talent to create high quality scripts for radio and TV advertising
 - Responsible for logging billable hours for each project
- As assistant engineer in "Studio A":
 - Assist in the setup and engineering of music recording projects
 - Assist guest engineers in the utilization of the studio and infrastructure; be on call for troubleshooting

INTERACTIVE DESIGNER - *THE PHONE PLAYS*; ACTORS THEATRE OF LOUISVILLE 1998

- Designed, programmed, and engineered an interactive audio experience where the audience would pick up the receiver of a payphone, and it would trigger the playback of an audio drama through the handset. Each phone had a different story.
- Modified the internal hardware of the phones to create contact closures which were translated into MIDI messages via MAX to trigger a sampler for playback.

ASSISTANT PROFESSOR OF SOUND DESIGN 2013 - 2018 COLLEGE-CONSERVATORY OF MUSIC, CINCINNATI, OH.

- Ran the sound department in a conservatory setting for both the BFA and MFA programs
- Managed seasonal and production budgets for sound department
- Taught all classes in Sound Design & Technology including:
 - Physics of sound propagation; electrical and digital transmission of audio
 - Synthesizer and sampling technology
 - Networking, MIDI and Show Control
 - Use of software including ProTools, WAVES plug-ins, Native Instruments KOMplete, QLab, VectorWorks, ArrayCalc, MAPP, MAX/MSP, VectorWorks, FileMaker Pro
 - Storytelling through sound/ dramaturgy

PRESENTER - "AMBISONICS & 360° VIDEO FOR THE THEATRE" WORLD STAGE DESIGN; TAIPEI 2017

- Presented a seminar on Ambisonic (360° Audio) recording and playback

PROFESSIONAL AFFILIATIONS

- Themed Entertainment Association
- Theatrical Sound Designers and Composers Association
- IATSE Local USA-829; Sound Design member; Sound Design Trustee for the Eastern Regional Board 2008-2014

EDUCATION AND TRAINING

- Bachelor of Fine Arts - Theatre w/ Sound Design emphasis, Minor in Music; Southern Oregon University
- Wwise 101 Certification
- Audinate Dante Certification Level 2
- QSC Q-Sys Level 1 Certified
- Meyer Sound Training - Fundamentals of System Design, Implementation, and Optimization; Comprehensive System Design and Implementation, SIMM Certified
- d&b Audiotechnik Training - Line Array Professional Development Workshop; Electro Acoustics, System Optimization & Line Array Theory

MISCELLANEOUS

- Beta Tester for Waves plug-ins 1996 - 2010
- Beta Tester for BIAS Peak 1996 - 2012
- Beta Tester for QLab from v0.7 to present

REFERENCES AVAILABLE UPON REQUEST