

TYLER RICHARD STRAUB

AUDIO PROFESSIONAL

Experienced sound designer / audio engineer heavily immersed in all aspects of sound, music, and recording since the age of 18. Educated both formally through technical schooling, and informally by masters in the field. Excellent working knowledge of the setup of audio equipment; DAW platforms, hardware processing units, soundboards, amplifiers, microphones, loudspeakers, and other related technology. Strong desire to excel and continue my knowledge in the broad industry of audio communications. Extreme proficiency in the practice of continual self-education. Experience ranges from work performed on feature films, to commercial and video game audio. Demonstrated consistent passion for the development of sound, music, and most importantly their affects as a result of technological advance.

SKILLS

- ◆ Skilled in audio related hardware & software development
- ◆ Extremely proficient with internet technology, able to effectively research and self-train for any task
- ◆ Mastery of ProTools HD and LE DAW systems applied to nearly every form of communication in audio
- ◆ Understanding of web design, and website maintenance
- ◆ Understanding of internet transfer protocols, ability to manage and communicate clearly to clients in remote locations
- ◆ File management, and database skills; I continuously record, archive and compile sound files for my personal library
- ◆ Fundamental business understanding; self employed contractor for more than a year
- ◆ Understanding of audio codecs and experience with a wide variety of formats: aac, mp3, ogg, flac, wav, aiff...
- ◆ Music production, composition, engineering and mastering
- ◆ Usage and maintenance of Windows, MacOS, and Linux operating systems
- ◆ Internet broadcasting, experience with operating radio stations running heavily modified SHOUTCast servers
- ◆ Foley art form, from performance to direction
- ◆ Basic knowledge of both analog and digital recording studio operations
- ◆ Mixing and re-recording in a broad range of environments: stereo and multichannel for film, television, live, music and commercials

SOFTWARE/HARDWARE

- ◆ Adobe Photoshop, Adobe After Effects, Apple Pages, Apple Numbers, Apple Keynote, Apple Logic, Bias Peak Pro, Digidesign ProTools HD, Digidesign ProTools LE, Microsoft Word, Microsoft Excel, Microsoft PowerPoint, Nullsoft SHOUTCast, Nullsoft Winamp, Propellerheads Reason, Propellerheads Recycle, Soundminer

CAREER SUMMARY

Apprenticed under William Storkson at AudioSFX, Inc.....2007-2008

- Began journey into post production; commercials, video games and feature films
- Acquired skills in sound design, editing and mixing, foley recording and foley performance
- Conceived and produced a majority of the musical scores for commercials such as Esurance
- Emerged and immersed in the chaos of post production, working with directors and producers
- Designed and maintained the AudioSFX website and related content in “Ruby On Rails” design environment, collaborated with programmers, a photographer and graphic designer
- Screened productions at the Skywalker Ranch in Marin County, California

ACCOMPLISHMENTS

“Searchers 2.0” Feature Film, 2007 <http://www.searchers2.com/>

Directed by Alex Cox Independent production, currently touring film festivals.

- Performed, recorded, edited and directed Foley art
- Demonstrated and accomplished a plethora of sound editing skills, integrated with film
- Designed all ringtones and cell phone sounds
- Worked with sound designer Richard Beggs
- Worked within Beggs’ software template on his equipment and his design flow
- Screened picture at Skywalker Ranch which has one of the best theatre sound systems available
- Audio mixed in 5.1 surround

“Welcome” Short Film, 2008 <http://www.imdb.com/title/tt1086727/>

Directed by Kirsten Dunst, Independent production, currently touring film festivals.

- Performed and edited foley art
- Recorded source material for background ambiences in Quad (4 microphones) with ‘scary’ undertones as this was a horror film
- Recorded source material for sound design cues
- Second picture working under Richard Beggs
- Audio mixed in 5.1 surround

“Half-Life” Feature Film, 2008 <http://www.halflifemovie.com/>

Directed by Jennifer Phang. Released in theaters December 2009, heavily decorated with awards from various festivals including Sundance.

- Performed sound editing, additional sound design, and assisted in mixing
- Heavily involved in the creative process of this soundtrack; spent numerous hours with the director and producer working out and solving issues in order to meet their artistic goal
- Recorded source material for sound cues and background ambiences
- Mixed at Richard Begg’s studio in the Presidio
- Audio mixed in 5.1 surround
- Accomplished the team’s soundtrack goal under extremely tight deadline, and budget constraints

“Medicine for Melancholy” Feature Film, 2008 <http://www.strikeanywherefilms.com/>

Directed by Barry Jenkins. Released on DVD October 2009, award winning feature with success on the film festival circuit.

- Performed mixing, and additional sound design
- Was responsible for music editing
- Picture had very small budget, donated my time to the creation of a finished product under limited resource constraints
- Recorded background ambience source in San Francisco, where the film is set
- Worked with both director and editor to accomplish their artistic goal
- Audio mixed in 5.1 surround at AudioSFX in Novato, CA

“Watchmen” Animated Series, 2008 <http://www.imdb.com/title/tt1322240/>

Directed by Jake Strider Hughes. Released on DVD and iTunes. Project funded as a promotional tool for the “Watchmen” live action movie released in 2009.

- Performed sound design, and assisted in mixing
- Was responsible for creating, directing, and recording Foley
- First experience working with an animation team, had to adapt to working with unfinished material
- Worked on a series with very strict deadlines
- Audio mixed in 5.1 surround at AudioSFX in Novato, CA

“The Zeppelin Parable” Short Film, 2009 <http://www.svetshop.com/>

Directed by Kristen Hansen. Artistic short piece with very small budget, currently touring film festivals.

- Solely performed sound design, mixing, and Foley
- First soundtrack managed entirely from my own skills and resources other than the director’s creative / artistic decision making capabilities
- Recorded source material for a number of sound design elements, backgrounds, and ‘wallah’ for on screen crowds
- Project had extremely small budget, accomplished a high level of quality with limited resources
- Audio mixed in 5.1 Surround

“Drawn to Life : The Next Chapter” Video Game, 2009 <http://www.drawntolife.com/>

Created by Planet Moon Studios, Published by THQ. Will be released for the Nintendo Wii and the Nintendo DS at the end of 2009.

- Responsible for in game sound design
- Animated children's game that required hostile monster and weapon sound effects as well as immersive background ambience for the various places your character travels
- Had to mitigate designs with both the age level, and artist’s vision in mind
- Worked with individuals responsible for implementing portions of the game as well as programmers to accomplish a finished soundtrack
- Recorded source material from human voices which were then creatively manipulated utilizing software plugins for Pro Tools
- Recorded background ambience, which was then layered and manipulated to suit the game’s fantasy environments
- Designed the sonic elements for the user interface

“Star Wars: The Old Republic” Video Game, 2010 <http://www.swtor.com/>

Created by Lucas Arts & Bioware, published by EA International. This is a “Massively Multiplayer Online Role Playing Game (MMORPG)” expected to release on PC format some time in 2010.

- Performed dialogue editing; large batches of recordings from voice actors delivered from remote locations that were sorted, then chosen for acceptable takes, and then processed for use by the game’s engine
- Performed sound design; specifically creature sound effects and robots (droids)
- Replication and reworks of creature ‘voices’ from the films as well as many new species were required
- The design challenge we were faced with was creating ‘emotional’ characteristics out of recordings from heavily processed / effected ‘real life’ animals or anything else at our library disposal. All files then had to be delivered in a design format that could be ‘read’ by a game engine

EDUCATION

Attended “Pyramind” Technical School for the Recording Arts in San Francisco.....2006-2007

- Noted as a ‘featured student’ on the school website for excellence in their ‘DSP’ program
- Through this facility learned skills in music production, music theory and audio recording / engineering. In addition, learned how to work with sound for film
- Trained in a number of audio production platforms : ProTools HD & LE, Reason, Logic, and Ableton Live
- During school worked with William Storkson who offered me an apprenticeship in Novato, California
- Assisted in the recording and mix of a rock band at Studio 880 in Oakland, California
- Educated in both analog and digital means of recording
- Received their certificate DSP-C : Digital Sound Producer Complete