

# Jay Pellizzi

Please visit [www.jaypellizzi.com](http://www.jaypellizzi.com) to view my full portfolio.

Phone: 516-884-7925 E-Mail: [jpellizzi@gmail.com](mailto:jpellizzi@gmail.com)

## Experience

**Audio Engineer, Studio Technician – Verbatim Sound Studios / Oink Creative** **June 2010 - Present**

- Record, edit and deliver award winning audio content for Radio, TV and Web commercials with advertising agencies and end-clients such as AT&T, MTV, Staples, Home Depot, Nat Geo and A&E
- Engineer casting sessions, aid in directing voice talent, and sound design/mix radio spots with clients
- Maintain technology infrastructure, data systems and troubleshoot all studio, computer, and network issues

**Freelance Sound Designer, Engineer, Composer** **Summer 2005 – Present**

- Create original sound design and music for web promos, commercials, industrials, video games, audio books, music videos and a 3D animated series
- Create SFX, record and edit ADR/narration, and complete 5.1 theatrical mixes of award winning indie films
- Complete interactive audio and music creation for video game projects on PC, Xbox360 and iPhone

**Computer Support Consultant – Berklee College of Music** **October 2007 – May 2010**

- Assist students with all technical involving computer hardware, software and audio/music equipment
- Troubleshoot and repair computers, network connections and applications in OS X and Windows

## Education and Awards

**Berklee College of Music** **September 2006 – May 2010**

Bachelor of Music in Electronic Production and Design – Magna Cum Laude and Dean's List Honors

Electronic Production and Design Academic Achievement Award **March 2010**

All That Remains – A&E, Best of Fest 2011, DIY Best Film, Canada Film Festival Award of Excellence

Works featured at international game & film festivals, MIT Media Lab, national radio, A&E, Funny or Die

## Skills

- Experienced Audio Engineer for recording, sequencing, mixing and mastering all audio, including 5.1 surround, with a variety of hardware, outboard gear and software
- Extensive knowledge of sound design using modular synthesis, audio DSP and MIDI production techniques
- Expert user of many work environments and plug-ins such as Pro Tools, Logic, Digital Performer, Cubase, Peak, Waves and Native Instruments
- Solid foundation in interactive audio programming, scripting, and web design using FMOD, C/C++, Csound, MaxMSP/Jitter, LUA, and HTML/CSS
- Familiar with administrative and creative applications such as Filemaker Pro, Soundminer, Microsoft Office, iWork, Final Cut, Adobe Creative Suite, etc.
- Extremely versatile musician and composer trained in traditional and contemporary harmony