

Jay Pellizzi

Please visit www.digitalvictim.net to view my full portfolio.

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References and referrals available upon request

About

Passionate sound designer, audio engineer, composer and musician with an interest in developing audio content for commercial media, film, television and video games

Self-motivated technology enthusiast with an open mind and a desire to learn

Experience

Assistant Engineer - 38 Greene Studios/Oink Radio **June 2010 - Present**

- Record, edit and deliver award winning audio content for advertising spots with major clients such as AT&T, Staples, MTV, Nat Geo and A&E
- Responsible for troubleshooting all computer, network and audio issues, while maintaining the studios

Sound Designer, Mix Engineer, ADR Editor - STT Productions **Spring - Summer 2010**

- Create SFX, edit dialogue/narration, and contribute to the final mix of films such as *All That Remains* by Cody Blue Snider, which will be featured on A&E's reality show *Growing Up Twisted*

Sound Designer, Engineer, Composer - Higgedly LLC **Summer 2009 - Present**

- Provide original music and sound design for an interactive website and 3D animation series in development

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

- Assist students with all technical issues they may have with hardware and software, including audio gear
- 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**

Works featured at the MIT Media Lab, Independent Games Festival, LA Comedy Festival, and Motion Served

Skills

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