

SAMUEL DE JESUS

Sound Designer

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AREAS OF EXPERTISE -----

Professional Skills

- ✓ Proficient oral and written communication, Bilingual (English and Spanish)
- ✓ Excellent listening, communication and interpersonal skills
- ✓ Strong team collaboration across different organizational levels
- ✓ Resilient in fast paced environments, time-management
- ✓ Troubleshooting and problem solving skills,
- ✓ Interpret, accept, and overcome challenges with determination

Technical Skills

- ✓ Avid Certified ProTools Specialist, DAW's , Logic Pro X, Sound Forge, Cubase, Audiokinetic Wwise middleware, Reaper, Unity, Unreal
- ✓ Mixing, Mastering, Sampling, Signal Processing, Foley, Sound Synthesis, Sound Editing, Sound Design and implementation.

INDUSTRY EXPERIENCE -----

Full Sail University - Winter Park, FL

August-September 2024

Audio Post-Production

- Post-production for short film, including creating and adjusting sound effects, dialogue, music, and background audio to match the visuals.
- Final mix and mastering

Astrarium Games

August 2024

Sound Designer

- Created user interface (UI) elements like Menu sounds for opening, closing, selecting, and scrolling.

Full Sail University - Winter Park, FL

July 2024

QA Testing for Games

- Used Perforce Workspace to access Alpha and Beta versions of the game build.
- Used JIRA tracking software to identify and document bugs in the game.

Electronic Arts - Orlando, FL

November 2023

Playtester

- Alpha build game testing on-site EA facilities.
- Reported bugs while playing the videogame.
- Tried multiple game functions and wrote findings report.

East Side Sound Studio & John Kilgore Studio - New York, NY January 2009 – December 2010
Intern

- Prepared and assisted in audio production sessions, reducing editing time and increasing overall workflow efficiency.
- High-end professional sound equipment and software maintenance.

EDUCATION - - - - -

Full Sail University - Winter Park FL March 2023
Bachelor of Science in Audio Production

- *Audio Workstations, Sound Design for Games, Game Audio Production Techniques, Audio Postproduction, Advanced Audio Editing Techniques, and Advanced Mixing Techniques.*

Institute of Audio Research - New York, NY June 2010
Audio Recording & Production Program

- *Recording Workshop, Business of Music, Mixing Music 1, Ear Training & Acoustics, and Post-Production*

ADDITIONAL EXPERIENCE - - - - -

United States Postal Service - Altamonte Springs, FL Dec. 2020 – Nov. 2024
Mail Carrier

- Reduced delivery time of route assigned by 20%.
- Maintain logs to monitor delivery rates and vehicle maintenance scheduling.