

DJ MEADOWS

Sound Designer | Audio Engineer

📍 Los Angeles, California

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PROFESSIONAL SUMMARY

Versatile Sound Designer skilled in immersive audio for film, tv, games, and live with a flair for creating engaging soundscapes. An expert in various digital audio tools and focused on efficient workflows and quality results. Ready to leverage sound in uniquely dynamic projects.

SUMMARY OF QUALIFICATIONS

- Proficient in industry standards DAWs, including Pro Tools Ultimate, Logic Pro, and Nuendo.
- Extensive experience in sound design, project management, production workflows, and live event coordination and mixing.
- Strong understanding of principles and techniques used for microphones.
- Deep knowledge of sound editing/design, mixing, foley, dialogue repair, audio production, field recording, and VO recording.
- Achieved strong collaborative environments, meet project deadlines, and maintain project budgets.
- Keen on audio quality, aesthetics, and driving innovation in audio design.
- Consistently produced in fast-paced, collaborative environments.
- Previous experience in creating audio assets as a contractor for Theorycraft Games.

PROFESSIONAL EXPERIENCE

Universal Music Group (UMG) – Stage Manager | Project Manager

June 2022 – Present

- Frequently manage high-profile productions of major label showcases, live events, and video productions averaging 100+ attendees per project.
- Build, manage, schedule, and outsource diverse teams to ensure seamless execution of events and projects.
- Produced a Deutsche Grammophon showcase by crafting the stage, optimized the multi-tracking of performances, and oversaw the video production crew tasked with capture for streaming distribution.
- Designed & coordinated orchestral recordings a proof-of-concept for Metro Boomin' (Live) & Imagine Dragons X Coke Studios ("*Imagine*"), seen by over 20 million people collectively.
- Supervised PBS's '*The Musicians Greenbook: An Enduring Legacy*' documentary and recorded music cues.
- Created and designed the foundation of the Stage Management position at UMG by training and maintaining the standards of audio, video, lighting, and live amongst employees.

Freelance – Sound Designer | Audio Engineer

March 2017 – Present

- Executed multiple audio-related roles for several award-winning projects whose clients included: NBC/DreamWorks, Universal Music Group, and various independent creators.
- Developed and implemented immersive experiences for 30+ projects in film, tv, video games, and live events, enhancing audience experiences and receiving commendations from directors and teams involved.
- Fostered collaborative partnerships with directors and producers, leading to successful outcomes in award-winning productions.
- Expertly navigated Pro Tools and Nuendo to produce high-quality sound effects, ambient sounds, and dialogue repair, significantly enhancing audio clarity.
- Optimized the post-sound workflow for a feature-length audio drama, single-handedly managed project to ensure high-quality output within strict deadlines post-team dissolution.
- Building, documenting, and recording high quality sound effects to provide a unique recipe for each project.

ADDITIONAL SKILLS

- Familiarity with Unreal Engine and Wwise
- Dante Routing & Dante Virtual Soundcard
- Dolby ATMOS, 7.1, & 5.1 Mixing
- Allen & Heath & S6 Consoles
- Airtable, Monday, Sony Ci, Box
- Video, Lighting, and Live
- Microsoft Office & Google Suite
- PC/Mac Proficient

EDUCATION

Associate of Applied Science – Recording Arts Technology | Flashpoint Chicago