**Aaron Christopher Minich (aaronminich.com)**

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**CAREER OBJECTIVE AND PROFILE**

**ProTools Certified**. Sound Design, audio engineer, composer, and sound editor seeking a position in sound design for audio, video, gaming, or film. Offering a well-rounded set of experience with sound development, live performance, studio recording, theatre activities, sound to video for original game development, music video development and design. Also experienced with voice, music, mixing, microphone and recording techniques. Determined and goal-oriented, I collaboratively solve problems for sound decisions on tight deadlines. A flexible, outgoing style enables collaborative productive relationships with a diverse set of industry participants and offer a passionate approach to bring action to life through the creative use of sound.

**GENERAL COMPETENCIES**

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| * Sound Mixing/Editing/Enhancement | * Audio / Video Integration | * Foley recording and editing |
| * Develop Sound Concepts | * Coordinate Rehearsals | * Music / Instrument Proficiency |
| * Technical / Creative Balance | * Sound and Music Gathering | * Variety of Live Performance Experience |

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**PROFESSIONAL INDUSTRY EXPERIENCE**

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| Gaming Sound Design | * Radiant Dark (original game, not released). Collaborated with game development team translating their vision into sound and music. Designed, edited, and mixed audio and sound assets with original music composition. * Ninja’s. Created Japanese and Chinese sounds and affects incorporating them into original background music composition depending on player actions. Used a collection of sounds reflecting night and day, in and out of battle level ambience. * Zombies. Redesigned sounds and music to create a unique suspense atmosphere. Tuned and balanced multiple styles of reverb and compression to aid in the punch clarity and ambience of the game. * Composed original interactive music. * Foley recording and editing |
| Video / Sound Production | * Collaborate on sound and storyline for music video “No-one Survives.” Over 6M hits total; video ranked #7 on Reddit’s front page. * Created and mixed in originally recorded and developed sounds to reflect game developers intent on a variety of independent and college projects. * Environmental audio design, implementation, and tuning. |
| Live Sound Production | * Developed sound concept for Hollywood indie live performance musical. Transcribe music for multiple instruments. Collaborate with creative leads on audio and sound direction. * Stage set-up, tear-down, backline, rehearsal management, time management. |
| Music Production - Bands | * Configure audio hardware and software using ProTools and LogicPro on Mac OS. * Creative music and sound development; record, edit, and mix audio assets, including sound art layering for 3 Nekrogoblikon albums. * Collaborated with the band, Starving for Gravity (sponsored by Michael Lloyd, producer for Dirty Dancing), to create a new sound atmosphere for an original album. * Re-created the keyboard and guitar ambience and affect patches for 12 original pieces for Rocky Kramer progressive rock band (managed by a member of the Pink Floyd team). * Developed unique sound and audio concepts for individual performers. * Audio editing and cleaning of music tracks. |

**OTHER PROFESSIONAL EXPERIENCE**

* Supported management of merchandise sales in support of band expenses, increasing sales by 3-5%.
* 4 years customer service experience soliciting feedback and responding to requests while on tour.
* Stage Manager, 2 concurrent stages, load-in, crew calls for show schedule.
* Instructor for Rock Band Summer Camp; worked on performance and unique sound development for bands and students.
* Coordinated studio activities during internship at Barn Productions.
* 10 years of live performance and studio recording experience.

**TECHNICAL EXPERTISE**

Familiar with a wide variety of professional audio, sound, and DAW tools, including sound mixers, portable recording devices, microphones, various audio and video recording procedures. Comfortable developing sound concepts and design for all types of audio and visual media. Experienced working with artists and translating the needs of the customer into a sound design product.

* Software / DAW Experience: Mac and Windows OS, LogicPro, **ProTools (certified),** Sibelius, Audacity, Ableton Live, Photoshop CS5
* Sequencing/Programming: Sequencing plug-ins (e.g. Altrabeat – Korg Workstation)
* Instrument Proficiencies: Piano, Keyboard, Clarinet, Guitar, Drums
* Equipment Proficiencies: Roland RD700, Korg M3, Roland PhantomX Series, a variety of microphones, speakers, amplifiers, and techniques.

**EDUCATION AND FORMAL TRAINING**

* 12/2013 – 2014 LA City College

Progressing to complete B.A. – Commercial Music (**109 of 120 credits completed**)

* 7/2011 – 3/2013 Musicians Institute, Hollywood, CA

Associates of Art: Independent Artist Program

* 1/2013 – 3/2013 Barn Productions, Studio Internship (Degree Requirement)
* 9/2005 – 6/2007 University of Colorado – Denver

B.A. Music Industries Major, Recording Arts Minor (not completed),

**ADDITIONAL EDUCATION**

Summer 2004 Power Chord Academy, Chicago, IL

1997– 2004 Private Instruction-Piano (Leonard Rhodes)

2000-2002 Private Instruction-Clarinet (Edward Nucchio)

July 2003 Pikes Peak Young Composers Summer Festival

June 2003 Brevard Summer Institute of Music

June 2002 Interlochen Summer Institute, Interlochen, MI

July 2002 Pikes Peak Young Composers Institute, Summer Festival

June 2001 Chicago Institute of Music Summer Camp

July 2001 Pikes Peak Young Composers Institute, Summer Festival

June 2001 Snow Mass Suzuki Music Camp

July 2000 Pikes Peak Young Composers Institute, Summer Festival

June 2000 Snow Mass Suzuki Music Camp

* 1. Marching Band, Rampart High School, Colorado Springs, CO
  2. Wind Ensemble, Rampart High School, Colorado Springs, CO
  3. Jazz Band, Rampart High School, Colorado Springs, CO
  4. Music Theory, Rampart High School

**PROFESSIONAL AFFILIATION**

Member, ASCAP

**OTHER LINKS**

Aaronminich.com

[www.linkedin.com/pub/aaron.minich/59/33b/a56](http://www.linkedin.com/pub/aaron.minich/59/33b/a56)

<http://soundcloud.com/aminich/tracks>

[www.youtube.com](http://www.youtube.com) (aaronminich)