

OBJECTIVE

Use and improve my technical and creative abilities in media, to build relationships and develop industry-changing, problem-solving products, with a particular focus on intuitive workflow.

EMPLOYMENT

PRINCIPAL PRODUCT MANAGER / PRINCIPAL PRODUCT DESIGNER

2014-PRESENT

Avid Technology, Berkeley, CA

New Product Market Analysis. HW and SW Product Design. User Workflow Design. Jira Product Development, Team and Sprint Management. Release Management. Beta Team Management. Tradeshow Planning. Driving Third Party integration. Driving customer interaction for design inspiration. Alpha/Beta Feature Follow-ups. Online and Community presence. Generating Marketing Content. High Profile Direct Customer Support.

- Designed, launched and continued to develop **Avid VENUE S6L** flagship live sound system (5 Consoles, 3 Engines, 4 IO Devices, approximately 7 software releases each year).
- Designed **Clip FX** Feature for Pro Tools HD 12.6
- **Awards Received:** TEC Award, Pro Light and Sound Best in Show, InfoCOMM Best in Show, ISE Best in Show, PLASA Best of Show, NAMM Readers' Choice Award

CO-CREATOR / PRINCIPAL PRODUCT MANAGER / INSTRUCTOR

2014-2017

Mix Wednesday, New York, NY

Co-Created a Weekly Live Online Mixing Class and Community. Concept Design. Curriculum Design. Release Planning. Driving Marketing Concepts. Co-Managing Online Presence.

- ~100 Live Classes
- ~200 Hours of Online Content
- ~3000 Members

FRONT OF HOUSE ENGINEER / TOUR MANAGER / PRODUCTION MANAGER

2005-PRESENT

Clients Include: Andy Grammer (FOH/TM), Banks (FOH/PM), Black Sabbath (FOH Asst), Capital Cities (FOH), Cody Simpson (FOH/PM), Envy on the Coast (FOH/TM), Escape the Fate (FOH/PM), Grouplove (FOH), Jessie J (FOH), Justin Bieber (FOH), MAGIC! (FOH), Mike Posner (FOH), Paul McCartney (FOH Asst), Phillip Phillips (MON), Robin Thicke (FOH/MON), Solange Knowles (MON), Tove Lo (FOH/PM) and many others.

- 200-300 performances per year incl. American, Asian, Australian, and European Tours.

FREELANCE AUDIO ENGINEER

2001-PRESENT

Clients Include: Bad Rabbits (MIX), Before You Exit (MIX), Busta Rhymes (MIX), Cody Simpson (MIX/REC), Dance Gavin Dance (MIX/REC), Dillinger Escape Plan (MIX), Envy on the Coast (MIX/REC), Escape the Fate (MIX/REC), No Machine (MIX), North Korea/NK (MIX), The Receiving End of Sirens (REC), William Control (MIX) and many others.

- Analog and Digital Mixing to client preference, Project administrative management.

BETA TESTER

2008-2010

Avid/Digidesign, Daly City, CA.

Product Testing, Bug Reporting, Bug Replication, Enhancement Requests

- Pro Tools 8-9

ADDITIONAL EXPERIENCE

HOUSE SOUND ENGINEER - Warsaw (A1) New York, NY, Irving Plaza (A1, SM, New York, NY) 2013-2015

HOUSE RECORDING ENGINEER - Faultline Studios, San Francisco, CA 2007-2009

STUDIO INSTALLATION - Faultline Studios, San Francisco, CA 2008

BROADCAST ENGINEER - WIQH, Concord, MA, WUML, Lowell, MA 2001-2006

EDUCATION

EX'PRESSION COLLEGE FOR DIGITAL ARTS - Emeryville, CA Sound Arts 2006-2008

UNIV. OF MASSACHUSETTS - Lowell, MA Electrical Engineering / Sound Recording Technology 2001-2005

AWARDS AND ACHIEVEMENTS

EX'PRESSION COLLEGE FOR DIGITAL ARTS - Graduating Valedictorian 2008

GAME AUDIO NETWORK GUILD - Scholarship Recipient 2008

References available upon request.