



ANDREW PALS

CONTACT

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LINKS

- www.soundmorph.com/about
- www.sinematic.com
- https://www.imdb.com/name/nm6456642/?ref_=ra_gb_ln

SKILLS

- Audio Mixers
- Voice recording
- Audio signal processing
- Managing sound quality
- Sound equalizing & Noise Reduction Software/Hardware
- Film and Game Sound Design
- Musical theory understanding
- Proficient in Pro Tools, Reaper, and Ableton
- Proficient with Audio Editors and Multiple Plugins/Plugin Formats
- Microphone usage
- Digital sound editing
- Audio editing and synthesis
- Mixing sound input
- Operating Audio & Camera recording equipment
- Equipment testing
- Troubleshooting

GEAR LIST

Audio Recorders:

- Sound Devices 688
- Sound Devices MixPre-3
- Sony PCM D-100

Microphones:

- Sennheiser MKH-416 Shotgun Microphone
- Stereo Pair Sennheiser MKH-8040 Cardioid Condenser Microphones
- Stereo Pair LOM Usi Pro Omni-Directional Electret Microphones
- Stereo Pair LOM MikroUsi Omni-Directional Electret Microphones
- Audio Technica AT4053b Hypercardioid Condenser Microphone
- Sanken COS-11D Omni Lavalier Microphones
- Stereo Pair Aquarian H2A Hydrophones

Wireless:

- Lectrosonics SMQV Transmitters
- Lectrosonic UCR411A Receivers

Andrew is a multifaceted audio engineer with a focus on sound design and location sound. A classically trained musician and studied Recording Arts & Music. Andrew has been heavily involved in Location Audio for over 5 years, recording Location Audio and Sound Mixing for a variety of platforms from Discovery Channel to Paramount Network. Years experience in Location Audio & Field Recording combined with an extensive knowledge of audio software programs; Max/MSP, PureData, and Reaktor, have yielded a streamlined approach to sound design.

WORK HISTORY

January 2019 to Current

Sound Designer *SoundMorph*, Bellingham, WA

- Recorded and Designed sound for Sound Library Releases.
- Attended production meetings to plan and create effective sound.
- Performed high-quality recording, mixing, mastering, sound design and production in Film & Game-based professional studio.
- Mixed and mastered audio assets using elements including equalization, compression and stereo enhancement.
- Used an extensive list of software including: Ableton 11, Max for Live, Pro Tools 12, Reaper, Izotope RX, Pro Audio Converter and more; to Mix and Edit Audio Assets
- Transformed video and audio recordings into digital formats for editing and archiving.
- Regulated volume level and sound quality during recording sessions.
- Recorded soundscapes and ambient sounds for releases.
- Prepared for recording sessions by selecting and setting up microphones.
- Prepared, packed and transported audio equipment for location capture.

December 2018 to July 2020

Production Sound Mixer *Heathen Films_ Ted K (Feature)*, Lincoln, Montana

- Regulated sound qualities and volume levels during recording sessions to produce desired outcomes.
- Prepared, packed and transported audio equipment for events and location shoots.
- Controlled microphones, sound levels and outputs to produce high-quality tracks.
- Worked on set to maintain recording processes.
- Double-checked recordings and suggested retakes as necessary.
- Met with costume and set designers to place hidden microphones.
- Worked closely with Camera Department in a variety of challenging locations
- Performed high-quality recording, mixing, sound designing remote-based professional studio.
- Ted K Features acting from Sharlto Copley

May 2019 to November 2019

Production Sound Mixer *Raw TV_Dave Turin's Lost Mines*, Helena, Montana

- Controlled microphones, sound levels and outputs to produce high-quality tracks for variety of clients.
- Prepared, packed and transported audio equipment for events and location shoots.
- Worked on set to maintain recording processes.
- Performed high-quality mixing and recording in a variety of Reality TV Field Scenarios.
- Regulated sound qualities and volume levels during recording sessions to produce desired outcomes.
- Inspected equipment before and after use and performed repairs.