

# GLENN KAUFMANN

## Sound Editor & Sound Designer

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### PROFESSIONAL SUMMARY:

I am a sound editor, sound designer, and sound recordist with experience working on short films, animation, features, documentaries, radio dramas, and podcasts.

### SKILLS:

- Avid certified Pro Tools User
- Familiarity with Reaper and Other DAWs
- Dialogue – Cleaning (Noise reduction), and Editing
- ADR - Cueing, Recording, and Editing
- Foley - Cueing, Recording, and Editing
- Sound Design – Creation of bespoke audio effects & emotional sweeteners that enhance the telling of a visual story
- Synthesis & Creative Processing Using Hybrid, Iris 2, Xpand2, and Falcon
- File (AAF, OMF, XML, etc.) Processing and Transfer
- Session Management and Template Creation
- Stem Creation
- QC and Loudness Compliance
- Studio Setup, Routing, and Maintenance

### EXPERIENCE:

#### **Sound Editor & Sound Designer**

2017 to present

##### ***Various Productions***

I work as a sound designer and editor, primarily on short films, but increasingly on radio dramas and podcasts. My work has involved dialogue (DX) editing, Foley & FX recording/editing/mixing, background (BG) design, and mixing, and some ADR recording and editing. I've also done a good bit of sound effects field recording, and have processed (mastered), curated, and categorized hundreds of sound effects. Additionally, I've had some training in Foley cueing.

#### **Location Sound Recordist**

2016-2019

##### ***Various Productions***

Before focusing full time on post sound, I worked as a location sound recordist/production sound mixer on a variety of low/micro-budget short films, features, and documentaries around Ireland. As a result I have a full set of professional location sound recording gear that I still use for sound effects field recording, Foley, group loop, and ADR.

#### **Post Sound Librarian**

2000 - 2001

##### ***Soundstorm*, Los Angeles**

I worked as a sound effects technician/librarian cataloguing (adding metadata) to thousands of vehicle sound effects at a major LA-based post sound house as they converted their library of past projects (Star Trek, Fast & Furious, etc.) from DAT to hard drive.

### EDUCATION:

**2021 Pulse College (HEA-sponsored Course)** Post-Production and Sound Design Skills for Audio Visual Industries

**1997 Master of Fine Arts (MFA)** from Florida State University in Motion Picture, TV, and Recording Arts

**1988 Bachelor of Arts (BA)** from Auburn University in Speech Communication & Theatre

