

# Morgan McNeece

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## Summary of Skills

- Pro Tools User Certified
- Experience in Pro Tools 12/2018, Logic Pro X, Ableton Live 9, Reason 10, and Sibelius
- Basic Knowledge of various recording and mixing consoles - Avid S6 Control Surface, PreSonus Faderport, FocusRite Scarlett/Saffire
- Soldering, stripping, building, and repairing audio wires
- 20+ years playing drums and basic knowledge of music theory and composition/arrangement
- Hardworking, personable, excellent customer service skills, work well on team and independently, adaptable, able to work under pressure, and organized

## Work Experience

**Grim Beard Productions, Longmont, CO**

**CEO/Producer**

June 2017 - Present

- Working with a team of artists, producers, DJs and musicians in order to build the brand of each artist. Production of instrumentals. Recording live instruments and vocals. Mixing and Mastering processes of raw recordings to create commercial ready end products. Promotions of artists fini=

## Education

**Full Sail University**

Winter Park, FL

**Bachelor of Science in Audio Production**

January 2016 - December 2018

Coursework included: Audio Post Production, Advanced Mixing, Audio Interfaces, Microphones and Theory, Sequencing Technology, Advanced Audio Editing, Music Producing and Arrangement, Vocal Production, and Critical Listening

## Academic Experience

**Game Audio Production Techniques, Sound Designer**

- Designed sounds for a cinematic and video game level called "The Blacksmith"
- Recorded Dialogue and Foley and pulled sound effects from a SFX Library to use in a video clip and a gameplay sequence as part of an individual project
- Implemented designed sounds using wWise and Unreal
- Created and edited sound effects and ambiences using Pro Tools 2018

**Audio Post Production, Mix Engineer, Recording Engineer**

- Recorded ADR and Foley and pulled sound effects from a SFX Library to use in a video clip as part of an individual project
- Monitored pre-amp gain levels into Pro Tools during ADR recording session
- Mixed and edited final Project in Pro Tools 2018

**Advanced Mix Techniques, Mix Engineer, Pro Tools Operator**

- Compiled and organized a large format session in order to optimize the mix environment
- Mixed audio using various styles in order to create an efficient workflow
- Utilized advanced signal processing methods in order to create desired effects

**Advanced Audio Editing, Audio Editor**

- Compiled and organized a large format session
- Mixed and edited audio in Pro Tools 2018 and using the PreSonus Faderport 16
- Aligned and quantized audio clips using Beat detective and elastic audio techniques

**Vocal Techniques, Recording Engineer, Mix Engineer, Audio Editor**

- Compiled and organized a large format session
- Mixed and edited audio in Pro Tools 2018 and using the PreSonus Faderport 16