Guney Tamer

guneytmr@gmail.com   www.guneytamer.com   617 515 8449

OBJECTIVE

Looking for a challenging role of a sound designer in a company where I would be able to showcase my dedication, skills, knowledge, and working experience in the right way so as to bring success to the company and to be able to achieve my personal career goals

TECHNICAL QUALIFICATIONS

- Software : Pro Tools, Logic Pro, Ableton, Reason, iZotope Ozone-RX, Komplete, Serum, Wwise, Max/MSP, Finale, Unity, Sequoia
- Recording: Field, Foley, Dialogue, Voice Over, Hardware and Acoustic Instruments
- Mixing: Music, SFX, Dialogue, Surround
- Analog and digital synthesis
- Circuit Bending

SKILLS

- Proficient in Music and Sound Production for video games
- Proficient in Composition and Electronic Improvisation
- Knowledge of Modular Functions and Signal Flow
- Knowledge of Control Systems in Production
- Proficient in Mastering
- Skilled with Digital and Analog Mix Techniques
- Skilled with Digital and Analog Audio Production and Design
- Skilled with Digital Signal Processing
- Knowledge of programing in Max
- Knowledge of studio technologies and equipment

EXPERIENCE

Sound designer and producer   **Los Angeles, CA**
Freelance   **08/2018 - Present**

- Foley, Voice Over, and Sound Design for video game by U-TAD University Center Game Design Faculty, Madrid
- Foley, Voice Over, and Sound Design for short animation Oldies But Goldies by ESDIP Art School, Madrid
- Track/album mastering with iZotope Ozone 7 for a music artist Cem Pilevneli

Human World Wide   **Los Angeles, CA**
Internship   **03/2019 – 05/2019**

- Sound design and composing for commercials

Audio editor   **Los Angeles, CA**
Sounddogs   **10/2018 – 2/2019**

- Cleaning audio files for sound library

Lab Monitor Supervisor
Professional Writing and Music Technology Division   **Boston, MA**
Berklee College of Music   **06/2016 – 08/2018**

- Provide help with all equipment and software in EPD Labs
- Provide assistance to facilitate service desk to end users
- Responsible for electronics repair and electronics troubleshooting in the EPD labs

Producer and Sound Designer (Class Projects)   **Boston, MA**
Berklee College of Music   **07/2015 – 08/2018**

- Producing in Ableton and Logic with Software and Hardware systems
- Mastering in Sequoia with hardware and software mastering tools
- Mixing in Pro Tools with Software and hardware systems
- Designed sounds effects for game environments, footsteps, creatures, weapons, etc.
- Sound Designing in Wwise and integrate it with events in Unity
- Music and sound design for motion picture and animation (Including Foley, synthesis and overdubbing)

EDUCATION

                                                        Boston, MA
Berklee College of Music   **05/2015 – 08/2018**

- Bachelor of Music Electronic Production and Design
- GPA: 3.85 (Dean's List, Roland Award, Berklee Achievement Scholarship)

                                                        Izmir, Turkey
Dokuz Eylul University State Conservatory   **09/2008 – 06/2012**

- Bachelor of Music Viola Performance

ADDITIONAL SKILLS

- Fluent in English and Turkish