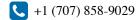
# ALISON BERNICE MA

Atlanta, GA, United States, 30318



in /in/alisonbernicema

□ alisonbernicema@gmail.com



# EDUCATION

Georgia Institute of Technology - GPA: 3.87, Music Informatics Group Research Lab

· Master of Science in Music Technology

• Honors & Awards: 2020 College of Design Dean's Fellowship

Berklee College of Music – GPA: 3.97, Summa Cum Laude

Bachelor of Music in Electronic Production and Design, Minor in Sound Design for Video Games

Honors & Awards: Max Mathews Award, John Towse Foundation Scholarship, Dean's List

# Atlanta, GA

08/2020 - Present

(Expected: 08/2022)

Boston, MA

09/2016 - 12/2019

# WORK EXPERIENCE

Production Assistant - Alphabasic

Audio and video assistant to producer and researcher, Benn Jordan aka The Flashbulb

Recording Studio Intern - Prairie Sun Recording

Responsible session setup & assistance, social media marketing, and day to day studio operations

Freelance Audio Engineer - Global Giving and Give India

Oversaw all audio editing, mixing, and mastering procedures for PSA

Recording Studio Intern – Beach House Studios

 Sound design for production and post production, sound synthesis mentor, pitch and timealignment, dialogue editing, mix session preparation, post-production quality assurance, audio engineering, stem exporting for song archival

Assisted with client interactions, social media marketing, and industry research

Live Mix Engineer, Sound Designer, Programmer – Berklee Digital Forest Multimedia Installation

· Audio set-up and routing with Audinate Dante, sound design, audio mixing

Co-developed Max/MSP and Max for Live real-time 10.2 OSC surround panning tools

Music/Film Producer - HKJC Centre for Suicide Research and Prevention

 Supervised film production tasks inclusive of talent acquisition, budget and finances for commissioned PSA

Oversaw all music production stages from songwriting to publishing and copyright

Marietta, GA

08/2021 - Present

Cotati, CA

05/2021 - 08/2021

Hong Kong SAR

08/2020

Weymouth, MA 05/2019 - 09/2019

Boston, MA

02/2019 - 04/2019

Hong Kong SAR

06/2016 - 10/2018

## SELECTED MUSICAL PRESENTATIONS

Engulf - SEAMUS 2020 National Conference hosted by the University of Virginia

Fixed 2-channel composition for voice and DSP

Charlottesville, VA

03/2020

### SKILLS & ABILITIES

### **SOFTWARE**

**DAW/Editor:** Pro Tools, Ableton Live, Logic, TwistedWave

**AV Networking:** Audinate Dante Game Audio: Unity, Wwise

Audio Plugins: iZotope RX, SoundToys, GRM Tools, UAD, FabFilter,

Waves, Melodyne, Revoice Pro, Cableguys, Cecilia, SPEAR

Instruments/Synthesizers/Microphones: Voice, Piano, Eurorack

Modular Synthesizers, VCV Rack, Tonstrum WHOOSH, Csound, Native Instruments Komplete, Spitfire Audio, Sennheiser MKH 8060

Consoles: API1608, Behringer x32, Yamaha QL & CL Series, Avid S6 **Graphic/Video:** Adobe Premiere Pro, Photoshop, Lightroom, Illustrator

Programming: Python, PyTorch, C#, MaxMSP, Max for Live

Office: Git, Microsoft Office Suite

### **AUDIO**

- Audio engineering
- Sound design for interactive and linear media
- Mixing/mastering for interactive and linear media
- Foley, field, and voiceover recording & editing
- · Audio repair and batch processing
- · Music editing and audio quality assurance
- · Solid experience with analog modular synthesizers and sound synthesis