



ALISON BERNICE MA

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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

Atlanta, GA
08/2020 - Present
(Expected: 08/2022)

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

Boston, MA
09/2016 - 12/2019

WORK EXPERIENCE

Production Assistant – Alphabasic

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

Marietta, GA
08/2021 - Present

Recording Studio Intern – Prairie Sun Recording

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

Cotati, CA
05/2021 - 08/2021

Freelance Audio Engineer – Global Giving and Give India

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

Hong Kong SAR
08/2020

Recording Studio Intern – Beach House Studios

- Sound design for production and post production, sound synthesis mentor, pitch and time-alignment, 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

Weymouth, MA
05/2019 - 09/2019

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

Boston, MA
02/2019 - 04/2019

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

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