

Adam Schneider

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PROFESSIONAL SUMMARY

Highly creative and detail-oriented Audio Engineer with expertise in sound design, composition, recording, and music synthesis. Composed music and created sound effects for highly rated video games, while demonstrating strong leadership and organizational skills. Possess a strong educational and professional background in music and audio technology that is demonstrated through past work experiences.

EXPERIENCE

SONIVOX, Boston, MA

Apr 2014 – Current

(Developer of virtual instruments and music software technologies).

Senior Soundware Engineer

- Created sample libraries and programmed synths for **SONiVOX**, **Akai**, and **Alesis** brand products.
 - Recorded, edited, and programmed 1000+ instruments and 100 kits for **Alesis Strike** drum module.
 - Created samples libraries and programmed synthesizer patches for **Pitch2MIDI** real-time audio to MIDI software and **Tony Coleman Drums** drum emulator.
 - Coded arpeggiator presets and created plug-in maps for the **Akai Advance** keyboard line.
- Worked closely with engineering and product managers on product specifications and features.
- Produced industry respected drummers during sample recording sessions.

FREELANCE EMPLOYMENT

Mar 2011 – Current

- Sound designer on the game **Skylanders Swap Force** for Xbox 360, PS3, and next-gen consoles.
 - Designed and implemented sounds effects for 60+ enemies and playable characters.
 - Created and mixed audio for in-game cutscenes.
- Sound designer on the game **Skylanders Battlegrounds** for iOS.
 - Created sound effects and edited dialogue for 50+ characters.
 - Edited and composed in-game music, and created and mixed audio for cutscenes.
- Created audio assets for the start-up video game company **Play Eternal** where I designed and implemented sound effects using FMOD and composed music for in-game cutscenes.

SEVEN45 STUDIOS, Boston, MA

Nov 2011 – May 2012

(Developer of musical software applications, games, and interactive products).

Senior Audio Engineer

- Edited and mixed >200 songs for use in **Soulo Karaoke** and **Disney Spotlight** for iPhone and iPad.
- Worked with a video production team creating promotional product videos which included:
 - Creating, mixing, and editing original music and sound effects to picture.
 - Recording and directing voice-over talent, as well as recording audio during video shoots.

VICARIOUS VISIONS, Albany, NY

Sept 2008 – Feb 2011

(Video game development studio focused on producing high quality handheld and console titles).

Sound Designer

- Created and implemented audio content for the **Guitar Hero** franchise which also included:
 - Collaborating with teams of designers and engineers to innovate and develop games.
 - Creating sound effects and mixing music stems for handheld device sound quality.
 - Transcribing guitar, vocal, and drum parts and editing it for gameplay for >100 songs.
- Composed music for the game **Transformers: War for Cybertron** on the Nintendo DS, and composed synthesizer tracks for **Marvel Ultimate Alliance 2** for Xbox 360 and Playstation 3.

 NOCTURNAL PRODUCTIONS, INC., Princeton, NJ

Jul 2007 – Dec 2010

*(Music production company owned and operated by professional keyboardist David Rosenthal).***Assistant Engineer**

- Assisting professional keyboardist **David Rosenthal**. Responsibilities include being a copyist, synthesizer programmer, and operating the recording studio.
- Worked as a copyist and synthesizer programmer for the Broadway musical ***A Tale of Two Cities***.
- Worked as a copyist/transcriber for the **Billy Joel** Shea Stadium concerts in July 2008.
- Worked as a copyist for the **Phil Ramone** produced show ***Elie Wiesel in Concert***.

OTHER WORK EXPERIENCES

2003 – Present

- Operated the MUSE Receptor synthesizer for the **Liza Minnelli** album ***Liza's at The Palace...***
- Created and edited foley sound effects for the film ***Gone Baby Gone***.
- Created a unique sound design library with >300 original samples.
- Recorded and produced songs for multiple artists at the Berklee College of Music, several of which were chosen for the Berklee Music Technology Award CD.
- Assisted on >50 sessions at **Cybersound** recording studio in Boston, MA.
- Assistant engineered live sound for both student and professional shows at the Berklee Performance Center.

SKILLS**Audio Technology**

- Skilled at using a number of digital audio programs and audio editors including Pro Tools, Logic, Cubase, Sonar, Ableton Live, Peak, Soundforge, REAPER, FMOD, and Vegas.
- Extensive knowledge of music synthesis (subtractive, FM, sampling, additive) and MIDI sequencing.
- Proficient at using and programming software music synthesizers including Reaktor, Kontakt, Absynth, Reason, East West, Guitar Rig, Massive, u-he products, and MAX/MSP.
- Extensive knowledge and experience with microphones, preamps, and patchbay signal flow.
- Proficient in using both digital and analog mixing consoles including the Yamaha DM2000 and SSL 4036 G+.

Management/Software Skills

- Experience working with a self-organizing, multi-disciplinary team using the SCRUM management system.
- Work as a self-starter in an independent environment or as a member of a project team.
- Experience using a wide variety of programs including Soundminer, Word, Excel, PowerPoint, Outlook, Bugzilla, and Perforce.

Composition and Performance

- Experience composing music in a wide variety of genres including electronic, classical, rock, and jazz.
- Well versed in music theory and music notation.
- Experience in transcribing music by ear and using Finale notation software.
- Skilled at playing a number of musical instruments including guitar, electric bass, double bass, mandolin, vibraphone, and keyboards.

EDUCATION

Berklee College of Music, BM

Degrees: Music Production and Engineering and Music Synthesis**Honors:** Summa Cum Laude