

Andy Sanchez

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Portfolio - andysanchez.co/

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Skills

Wwise; Unreal Engine; Unity; Pro Tools; Reaper; iZotope Rx; FabFilter; Waves; Sound Design; Dialogue Production; Music Production; Recording; Field Recording; Foley; Mixing; Editing; Programming; Github; Javascript; Detail Oriented; Organized; Troubleshooting; Communication; Time Management

Professional Experience

Sound Designer

October 2018 - Present

Mood Media

Austin, TX

- Record and edit dialogue, produce sonic logos, design sound effects, and mix over 19,000 files annually using industry-standard tools such as Pro Tools, Logic Pro, and Adobe Audition.
- Manage the intake, organization, and outflow of 30,000+ audio files and related documentation per year using proprietary software and Google Suite, ensuring efficient and effective workflow for the team.
- Enhanced quality and rate by standardizing processing and implementing best practices for our team.
- Collaborate with voice talent and prepare scripts to ensure successful recording sessions.
- Spearhead innovative A.I. dialogue project, leveraging cutting-edge technology to improve the turnaround time and give our clients more control over their messages.

Audio Engineer

September 2014 - Present

Freelance

Austin, TX

- Produce, record, edit, mix, and master music.
- Work in the sound department for film productions including on-location and post-production.
- **Notable Projects**
 - **Twenty One Pilots (Icy Tour 2022)**
 - Collaborated with the creative team to conceptualize and design the audio for the intro and encore videos of the 2022 Icy Tour.
 - Utilized Pro Tools and other industry-standard software to design and mix the audio creating a dynamic and immersive audio experience for the audience.
 - **Trip (Feature Length Horror Film 2020):**
 - Collaborated with the director to create compelling and immersive audio.
 - Conducted meticulous editing and cleaning of dialogue to ensure clarity and consistency, while also recording ADR to enhance the overall audio quality of the film.
 - Designed and created a wide range of sound effects to enhance the realism and impact of the film's horror elements.
 - Mixed the audio to ensure proper balance and levels between dialogue, sound effects, and music.
 - Collaborated with the composer to integrate and mix the film's original score into the final audio mix.
 - **Paul McCartney (ACL 2018)**
 - Assisted the mixing engineer and producer to ensure the highest level of audio quality for the TV release of Paul McCartney's 2018 ACL performance.
 - Completed tedious editing of the audio tracks, utilizing Pro Tools and other industry-standard software.
 - Assisted with the organization and management of the extensive audio files and documentation associated with the project, ensuring efficient and effective workflow throughout the production.

Projects

Overwatch 2 - Wwise Personal Project

- Redesigned the sounds for Junkrat's Launcher and implemented them into a new weapon system in Wwise.
- Simulated the weapon system in real-time using Pro Tools and TouchOSC allowing for testing and refining the new sound design and weapon system in a simulated gaming environment, without the need for integration into the actual game engine.

Forgotten Cave - Unreal Personal Project

- Created and implemented an ambient soundscape for an Unreal Engine level designed by Unreal Environments.
- This project required a thorough understanding of sound design principles, as well as a proficiency in using Unreal Engine to integrate the soundscape into the level.

Education

The University of Texas at Austin

Certificate in Web Development

March 2020 - September 2020

Austin, TX

Full Sail University

Bachelor of Science in Recording Arts

October 2012 - August 2014

Winter Park, FL

Awards

Nominated, Outstanding Creative Achievement - NAMM TEC Awards

NAMM TEC Awards, Remote Production/Recording or Broadcast

Red Bull TV - Sir Paul McCartney Live at ACL 2018

October 2018