



Andrew Bahls

Sound Designer, Production Sound Mixer

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Andrew@orangebugstudios.com

Objective

Sound Design major (BFA June 2013) looking for full time employment in production sound, post-production sound design, music for gaming and movie industries or related industries.

Skills

Sound Design
Production Mixer
Boom Operator
Dialogue Editor
Sound Effects Editor
Music Composition
Pro Tools 10
ICON Work Surfaces

Education

Montgomery Community College (MD)
Fall 2006 - Fall 2009

Savannah College of Art and Design (GA)
Spring 2010 - Spring 2013

Sound Design (BFA)
Music Composition Minor

Awards

Dean's List
2012 - 2013

Contact Info

Email:
Andrew@orangebugstudios.com

Work Experience

The Legend

Music Composer
Senior Thesis Film
May 2011

Spectrum

Production Mixer
Senior Thesis Film
September 2012

Sira: The Game

Sound Designer
Foley Mixer
Foley Artist
Independent Student Game
October 2011 - May 2012

Lena

Production Mixer
Dialogue Editor
Rerecording Mixer
Student Narrative Film
October 2012

Easy Money?

Music Composer
Graduate Thesis Game
March 2012

Paradiddle

Supervising Sound Editor
Rerecording Mixer
Graduate Thesis Film
February 2013 - March 2013

Mrs. Wilson

Production Mixer
Student Narrative Film
April 2012

Overgrown Kingdom

Supervising Sound Editor
Rerecording Mixer
Senior Thesis Documentary
April 2013 - May 2013

Portfolio at:
www.AndrewBahls.com

Extracurricular

DIY System Microphone

Inductive Recording System

Custom Enclosure for Meeblip Synthesizer

Player Piano Sample Library

Accordion Sample Library

Handbell Sample Library

Firearm Effects Library

Pro Tools based Additive Synthesizer

Personal Projects Site:
www.orangebugstudios.com