# VERONICA GRISHAM Sound Designer/Composer E: <u>veronicagsounds@gmail.com</u> P: 415-304-7494

# SUMMARY

Proficient knowledge of sound techniques and post-production software. Able to utilize host digital audio workstation plug-ins and third-party plugins. Strong team player with organizational skills, managing audio files with the ability to learn quickly and perform under pressure. Four years experience of effectively using audio editing and music production software for arranging, editing audio, recording and mixing MIDI and audio tracks.

### DEMO REEL: www.veronicagrisham.com

# **PROJECTS/EXPERIENCE**

#### FREELANCE SOUND DESIGNER SAN FRANCISCO SYMPHONY (FEBRUARY 2019)

Mixed and created original sound design for San Francisco Symphony Close Encounters of the Third Kind concert advertisement.

**COMPOSER** RUNNING PEOPLE by ONE TO ONE BOX MEDIA (DECEMBER 2018- PRESENT)

Composed and arranged original music for mockumentary.

# FREELANCE SOUND EDITOR- SCREENPRISM MEDIA (OCTOBER 2018-PRESENT)

Mix, edit, and regulate volume of audio and music levels to industry standards. Repair and restore dialogue audio.

# BOOM OPERATOR/ COMPOSER KNOCK (OCTOBER 2017- OCTOBER 2018)

On set sound recordist. Organized sound files. Composed music for short horror film using synthesizers and sound design.

# COMPOSER THE RIBBON TRAILER (FEBRUARY 2017)

Arranged and utilized midi orchestration to accompany mood of short animation film.

SOUND DESIGNER CALL ME (SEPTEMBER 2017 - DECEMBER 2017)

Created and obtained sound effects. Managed sound library and sound effect assets. Assisted with editing content.

COMPOSER/SOUND DESIGNER YOUNG & HUNGRY CREATIVE CO-OP (FEBRUARY 2017 - MAY 2017)

Collaborated, composed, and created sound design for clients within the advertising department. Other duties included researching strategies for advertising campaigns.

# **EDUCATION**

BFA, Music Production and Sound Design for Visual Media, Academy of Art University (2017) Courses Included: Production Sound Recording, Post-Production Studio, Digital Audio Workstations, Music Theory and Notation and Sound Design for Film