

Alex James

www.ajpercussion.com | Indianapolis, IN | 317.727.2623 | ajames0531@gmail.com |

linkedin.com/in/ajpercussion

SOUND ENGINEER

Creative audio engineer who brings out of the box creative thinking to multimedia pieces through skillful sound design. Proven abilities in all phases of the production process with expertise in both analog and digital audio production processes and equipment. Thrive in fast-paced environments, going above and beyond to meet project milestones.

KEY SKILLS

Audio Production	Sound Editing & Engineering	Sound Mixing & Design
Post-Production Process	Adobe Premiere & After Effects	Music Production
Percussion Performance	Percussion Arranging & Composition	Pro Tools
Dialogue Editing	MainStage	Logic Pro X
Finale	Wwise	Sound Recording

PROFESSIONAL EXPERIENCE

- Sound Engineer** | Freelance | Indianapolis, IN 2019 to Present
- Working with small start up companies to create commercials by producing background music, dialogue recording, and sound effects.
 - Recording unique sounds and instruments for various musical projects.
 - Mixing and producing music for local upcoming artists remotely across the country.
- Warehouse Logistics Associate** | Paige's Music | Indianapolis, IN March 2021 to Present
- Deliver and pick up instruments from various schools within the state of Indiana.
 - Piece together beginner packages for students entering their first year of band.
 - Helped maintain accurate inventory counts of various products offered in store.

TECHNOLOGY

Pro Tools, Logic Pro X, MainStage, Finale, Wwise, and sound recording & mixing equipment

EDUCATION & AFFILIATION

Bachelor of Science in Audio Production | Full Sail Univeristy | Winter Park, FL | May 2021 – June 2023

Bachelor of Science in General Studies | University of Indianapolis | Indianapolis, IN | January 2011 – December 2013

Member | Pecussive Arts Society | Indianapolis, IN | September 2009 - Present

ACADEMIC EXPERIENCE

Game Audio Production

In this class we really dove into non-linear audio production. We created sound effects for different video game aspects. We recorded and designed sounds for the casting of different elemental spells, walking surfaces, as well as running and jumping sounds.

Sequencing Technology

Here we took piece of a short film called "Dresden" and we went through the audio post-production process. We learned how to utilized certain sounds capture on set and recreated many of the larger and more subtle sounds in the footage. We then also dubbed over the some of the initial dialogue from the of the film.