


JEN GILLERAN

sound design, audio engineering, session drums

 206 673 6798

 jen.gilleran@gmail.com

 www.jengilleran.com
www.linkedin.com/in/jen-gilleran/

EDUCATION

GAME AUDIO DESIGN &
PRODUCTION
Berkeley College of Music, MA
Professional Certificate, 2022

PRO-TOOLS USER CERTIFIED
Avid
Professional Certificate 2017

AUDIO PRODUCTION
University of Washington
Professional Certificate, 2016

SKILLS

Sound Design
Audio Production
Audio Engineering
Audio Post-Production
Audio & Dialogue Repair
Field Recording
Session Drumming &
Percussion

EXPERTISE

Pro Tools
Reaper
Unity
Wwise
Unreal
FMOD
Izotope RX, Native
Instruments; UAD Plugins,
Sound Toys, Sonnox, FAB
Filter, Waves

PROFILE

Experienced and inventive musician, sound designer and studio recording engineer with training in game audio design and production techniques. Diverse background in music creation and production including scoring and editing for film, live performance, studio engineering and field recording. Home studio. Highly creative with an intense commitment to detail and the boundless experience of sound.

EXPERIENCE

SOUND DESIGN, DIRECTION, PRODUCTION

jen gilleran sounds | 2011 – present

Innovative sound designer, group director and producer for live and recorded music-to-film and audio projects.

- Sound design content creation using original source recordings (field and studio) and sound libraries.
- Sound design and audio post support for studio album projects.
- Create, record, mix, and direct scores to experimental film, including a commission for 'Metropolis' at the Henry Art Gallery (Seattle WA, 2013).
- Design, build, and record acoustic instruments from a collection of early American tools, antique toys and repurposed vintage instruments.
- Restore audio recordings into digital formats for archiving or editing.

AUDIO ENGINEER, PRODUCER, COACH

Earwig Studio | 2017 – Present

- Project manage multi-day recording sessions to ensure efficiency and creative flow including studio setup, musician coordination and coaching, engineering, and post-production.
- Select and route studio equipment and instrumentation to maximize the creative potential for diverse recording artists and genres.
- Prepare musicians for recording sessions with coaching on voice, tempo, and arrangements.
- Record, edit, and mix audio tracks using Pro Tools and home studio hardware including tape, virtual instruments, pedals, and a wide range of plugins.
- Assistant Engineer for Don Farwell, Malcom Burns, Martin Feveyer

HOME STUDIO SETUP

2020 MacBook Pro
2021 Razer Blade Gaming PC
Pro Tools Studio
Various Microphones
Apollo Interfaces (8 & x8)
Rascal Audio Tonebuss
MCI JH-110 ¼" Deck
Tascam Prof Cassette Deck
Adam Audio A7X Monitors
Loepfer 4+ Keyboard
Teenage Audio OP1 Field & TX-6
erica synths Acidbox III
erica synths Syntrx II

EXPERIENCE continued

ASSISTANT AUDIO ENGINEER

Earwig Studio | 2016 - 2018

- Set-up, test, and adjust recording equipment for studio sessions for recording artists and commercial clients.
- Manage sound console levels, signal flow, and Pro-tools sessions for various producers during recording sessions.
- Manage file systems for multiple Pro-Tools sessions concurrently
- Separate, edit, and mix individual instrument and voice parts

SESSION DRUMMER, PERCUSSIONIST, INSTRUCTOR

Various | 2011 - present

- Provide session drumming and percussion on a variety of recording projects
- Participate in rehearsals, live recording, and part composition
- Design and record additional parts post-production including drums, percussion, synthesizers, tape, and plugins
- Drum, percussion, and field recording instructor for private students.

TOURING AND RECORDING DRUMMER

Gregory Alan Isakov | 2004 - 2013

- Also toured and/or recorded with Chris Pureka, Angie Stevens, Clay Rose, and various other Colorado musicians.

OTHER PROJECTS

GRID (Seattle, Washington)

Recess (Denver, Colorado)

Pharoah's Daughter (New York, New York)

Dim Sum Clip Job (New York, New York)

Sarah Lawrence Orchestra (Bronxville, New York)
