

**Summary of
Qualifications**

- Extensive audio production expertise
- Effective leader and team player with strong interpersonal and presentation skills
- Able to thrive in a rapidly changing environment
- Strong aptitude to make creative musical judgments
- Proven problem solving skills coupled with ability to implement solutions
- Excellent organizational skills
- Strong initiative and work ethic

**Professional
Experience**

Disney Mobile 2011 - Present

Audio Producer

- Created original sound FX for mobile apps

Activision 2008 - 2010

Sound Designer

- Produced and implemented audio and music for AAA game title and DLC
 - Edited audio stems for Guitar Hero game play design
 - Mixed multi-track studio recordings by top-tier artists to match original 2-track album masters
- Team Lead for Guitar Hero drum note-tracking production team
- Led production team to deliver drum note-tracks for 75+ songs with 100% on-time delivery and highest accuracy ratings
- Redesigned protocol for note-tracking team's review procedure to expand productivity by 30%
- Introduced new production techniques to increase audio team's efficiency by 20%
- Coordinated cross-departmental groups to solve animation issues within Guitar Hero: Van Halen video game thus ensuring a successful launch
- Created new music and game design elements for Band Hero 3 prototype

Future Rhythm 2007 - 2008

Digidesign (Pro Tools) Certified Instructor

- Taught intensive curriculum courses for Pro Tools Certification (101, 110, 201, 210M)
- Developed course curriculum for 4 new music production certification packages

Studio Hibiki 2003 - 2006

Chief Engineer / Studio Manager

- Served as sole in-house resident recording, mixing and mastering engineer
- Credited on and project managed over 25 full-length album recordings
 - Project Management Duties: Created and maintained schedules, identified production costs and directed talent
- Successfully managed and operated a \$1.5 million dollar recording facility
- Established and directed company's marketing and advertising campaign that included a full-page feature in *EQ Magazine*

Foothill College 2002

Commercial Music Instructor (Pro Tools / Recording Arts)

- Taught Digidesign accredited recording arts classes

Primal Scream

2000 - 2001

Technical Assistant

- Provided technical support for top industry commercial sound designers and composers on various stages of production; from pre-production through delivery of final product
- Redesigned facility's audio production suites
- Managed format transfer infrastructure between post-production houses
- Maintained facility's database of audio and video assets

Peter Thomas Music, LLC

1998 - Present

Principal / Audio Engineer / Sound Designer / Musician / Educator

- www.peterthomasmusic.com
 - Full Bio, Credits, Demo Samples

Education

University of California, Los Angeles

Bachelor of Arts, Ethnomusicology (cum laude honors)

- Communication Emphasis
 - Publicity / Radio Promotion Internship (Atlantic Records)

**Music Software,
Control Surfaces,
Computer Skills**

Pro Tools (Music / Post Operator Certified)

- ICON, Control 24, Pro Control

Reason

Sonar

Native Instruments

McDSP

Waves

Melodyne

Sound Forge

Audacity

FMOD

Perforce

Versions

Filemaker Pro

iMovie

Quicktime Pro

Dreamweaver / HTML

Q Script

NX Watson

Adobe Illustrator