

RYAN J. FRIAS

SOUND DESIGNER | EDITOR | MIXER | ENGINEER

(415) 448-6038 • ryan.frias@gmail.com • www.ryanfrias.com • imdb.ryanfrias.com

IATSE LOCAL 700 MEMBER

RELEVANT WORK EXPERIENCE

Skywalker Sound | Nicasio, CA

January 2012 - Present

Sound Effects Librarian

- ◆ Maintain and organize all the sound effects databases for Skywalker Sound from recording, importing, and editing new sound effects
- ◆ Work hand-in-hand with world renowned sound designers to ensure their needs are met
- ◆ Manage all field recording rigs, which includes Sound Devices, class A microphones, and Rycote field gear

Swank Audio Visuals | San Francisco, CA

June 2010 - January 2012

Audio Visual Technician

- ◆ Supervised audio visual technicians to setup, design, record, and strike small to large events at the San Francisco Marriott Marquis
- ◆ Operated, maintained, and engineered all professional audio, video, lighting, recording, and scenic equipment while catering to client needs
- ◆ Act as an IT liaison between the client and the Internet service provider: troubleshoot computers and setup local area networks

Polarity Post Production | San Francisco, CA

August 2006 - January 2012

Audio Engineer | Sound Editor | Assistant Director of Localization

- ◆ Responsible for engineering recording sessions in analog and digital domains
- ◆ Worked proactively in sound editing, surround sound and stereo mixing, Foley, sound design, and recording for film, radio, and music in Class A studio environments
- ◆ Assisted in building and engineering San Francisco's latest 7.1 Dolby Surround Sound Mix Theater
- ◆ Noted Projects: **Fallout: New Vegas (Dialogue Editor)**, **Electronic Arts' "The SIMS" (Recording Engineer)**, **Disney's Higglytown Heroes (Foley)**
- ◆ Engaged in video editing, DVD authoring, encoding, transcoding, and subtitling for multilingual internal, broadcast, web, and corporate videos
- ◆ Acted as Assistant Director of Localization: project management for small to large scale media and manage a multilingual voice over database

Ryan J. Frias Audio Production | San Francisco, CA

April 2003 - Present

Freelance Sound Designer | Editor | Re-Recording Mixer

- ◆ Act as Supervising Sound Editor for feature films, short films, and new media
- ◆ Manage the entire post production workflow and communicate directly with the client and picture editorial department
- ◆ Record, edit, sound design, and mix sound for film, video games, corporate videos, and musical artists using Pro Tools and other DAWs
- ◆ ADR script generating and cueing using FileMaker Pro, sound effects spotting using SoundMiner, and batch processing using BIAS Peak
- ◆ Manage file transfer protocol server for client access to uploading and downloading files
- ◆ Noted AAA Video Games: **Star Wars: The Old Republic (Sound Designer & Voice Processing)** and **The Elder Scrolls: Skyrim (Dialogue Editor)**
- ◆ Awards: "DragonBoy" - **Winner in Animation. 38th Annual Student Academy Awards**. Credit: Sound Designer/Re-Recording Mixer

Blue Bear School of Music | San Francisco, CA

October 2008 - January 2010

Digital Music Instructor & Audio Engineer

Apple, Inc. | San Francisco, CA

April 2007 - June 2009

Genius Bar Technician

EDUCATION

San Francisco State University, San Francisco, CA | 2007 - 2011

Bachelor of Arts

Broadcast and Electronic Communication Arts - Audio Emphasis

SKILLS

- ◆ Dialogue/sound effects editorial and mixing in surround sound and stereo
- ◆ Extremely proficient signal flow knowledge
- ◆ Sound effects/voice/Foley recording and sound design, batch processing, and file organization
- ◆ Power user of software tools: Pro Tools (Ver. 6 - 10), QuicKeys, SoundMiner, Bias Peak, Final Cut Studio 3, Waves Plugins, and other plugins
- ◆ Knowledge of mTools, Adobe Photoshop, Illustrator, Dreamweaver, OMFs, AAFs, Filemaker Pro, OS X, and Windows
- ◆ Technically proficient, multi-tasker, performs great under pressure, hard working, team player, reliable, dedicated, and friendly