

ZACHARY ALLEN

Fresno, CA. 93711

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FILM

Sound Mixer – "**Bloodline**", Oasis Motion Pictures. – 2010.

Sound Mixer – "**One By One (Death's Door)**", Kilo Entertainment Ltd. – 2010.

Sound Mixer – "**Phase Two**", Hectic Films/HDM Productions – 2009.

Temp. Sound Design/SFX Editing – "**Whiteout**", Warner Brothers – 2009.

Sound Mixer – "**Silent Tears**", 2009.

Temp. Sound Design/SFX Editing – "**The Incredible Hulk**", Universal Pictures – 2008.

SFX Recordist/Mastering – "**Speed Racer**", Warner Brothers – 2008.

Assistant Sound Editing/Mastering – "**Bigger, Stronger, Faster**", - BSF Film 2008.

SFX Recordist/Mastering – "**The Invasion**", Warner Brothers – 2007.

SFX Recordist – "**Battle In Seattle**", Redwood Palms Pictures – 2007.

SFX Recordist/Mastering – "**The Hunting Party**", Intermedia – 2007.

TELEVISION

Sound Mixer/Playback – "**The Chosen One**", Maher Zain – Music Video – 2010.

Sound Design/Editor – "**Boner Killer**", Trojan – Web/National Cable.

Sound Mixer/Editor – "**The Same Shape**", Fresno State University – PBS.

DP/Editor – "**A New Opportunity, A New Future**", Merced Irrigation District – Local Broadcast.

DP/Editor – "**A Tradition of Commitment**", San Joaquin Gardens – Local Broadcast.

WEB

Sound Mixer/Boom Operator – "**Peru & Bolivia**", Church of Jesus Christ of Latter-Day Saints – Web/National Corporate.

Sound Mixer/Boom Operator – "**Dominican Republic**", Church of Jesus Christ of Latter-Day Saints – Web/National Corporate.

Sound Mixer/Boom Operator – "**Madera Raisins**", Church of Jesus Christ of Latter-Day Saints – Web/National Corporate.

Sound Mixer/Boom Operator – "**Living The Dream**", RNE Productions – Web – 2010.

RADIO

Sound Recordist/Mixer/Editor – "**Water Safety**", First 5 Fresno County – Local Broadcast.

Sound Recordist/Mixer/Editor – "**Car Seat Safety**", First 5 Fresno County - Local Broadcast.

Sound Recordist/Mixer/Editor – "**Mr. Blue**", City of Fresno – Local Broadcast.

VIDEO GAMES

SFX Recordist/Mastering – "**Saint's Row 2**", THQ – 2008.

SFX Mastering – "**Ghost Recon 2 Advanced Warfighter**", Ubisoft – 2007.

EDUCATIONAL BACKGROUND

Bachelor of Arts in Mass Communications (Electronic Media Production), 2006
California State University of Fresno.

Game and Simulation / Computer Information Systems (Programming) current. DeVry University.

TECHNICAL PROFICIENCY

Platforms: Mac OS 9/10. Windows 2000/XP/Vista

Applications: Microsoft Office, Final Cut Studio (Final Cut Pro, DVD Studio Pro, Soundtrack, Live Type, Motion), Adobe Creative Suite (Photoshop, Illustrator, After Effects, Flash). Maya, Pro Tools, C++ and, F-MOD.

PROFESSIONAL EXPERIENCE:

Danetracks Inc. West Hollywood, CA, 2007

Digital Assets Manager – Location Recordist/Mastering/Temp SFX Design

Completed daily tasks such as: Location recording of vehicles, weapons, wild track dialogue from professional actors, sound effects, and Foley for film and video games. Mastering recorded audio into useable file types and formats for storage of a 6 terabyte digital library. Loading, top-sheeting, and phasing of OMF's, and temporary sound design and effects for feature film productions.

Astone Agency/Panagraph. Fresno, California, 2005-2007

Digital Media Specialist – Audio/Video Editor/Graphic Design

Coordinate professional voice talent for recording sessions used in both TV and Radio formats. Video editing of local cable television commercials, and long format corporate videos, Compositing effects and 3D visuals using After Effects and Maya. Maintaining schedules of recording sessions for client projects. Provided technical advice for on location audio recording for video. Efficiently troubleshooting editing systems on both Mac and Windows platforms. Maintain account of production expenses to meet project budgets, billing, and financial functions. Coordinate productive products involving account coordination with client representatives, art department, creative writing teams, and marketing.

KMPH Fox 26. Fresno, California, 2004-2005

Audio Operator – Live Broadcasting

Successfully organized and directed voice talent and creative writers to develop live news broadcasts and talk shows. Quickly and efficiently kept track of programming timing and scheduling. Technical problem solving at a very fast pace with both program restraints and audio equipment.