

Crosby Nelson

Sound Designer

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(317) 703-9462

EXPERIENCE

Freelance Sound Designer

September 2021 - Current

- Creating requested sound effects in a timely manner
- Implementing sound effects into games using Wwise
- Submitting new work to projects with Perforce
- Updating Jira with in progress and completed tasks

Assistant Audio Editor - *Periscope Post & Audio*

Work In Progress: Season 2 - *Showtime*

June 2021 - September 2021

- Creating conforms with EdiLoad and preparing sessions in Pro Tools
- Editing audio for the "Previously On" segment of each episode
- Printing, naming and organizing mix stems
- Providing markers and reference regions for Foley and BG editors
- Assisting Dialog editor by arranging AAFs and finding alt takes
- Running the remote side of ADR sessions with Source Connect

Audio Intern - *Noise Floor Sound Solutions*

May 2019 - August 2019

- Learned from professionals about sound design, foley, ADR, dialog editing, noise reduction and mixing in Nuendo
- Completed 4 intern audio editing and sound design projects
- Provided necessary items to engineers and clients during sessions

Audio Intern - *Periscope Post & Audio*

May 2018 - August 2018

- Learned from professionals about audio editing, recording and mixing
- Assisted with engineering a foley recording session
- Tagged audio files with metadata for searchability in a database
- Observed and attended to ADR and music recording sessions

EDUCATION

Columbia College Chicago - Chicago, IL

September 2015 - May 2019

- BA: Game Design - Audio

SOFTWARE/SKILLS

Pro Tools

Reaper

Wwise

Unreal Engine 4

Unity

Waves/Soundtoys Plugins

Perforce

Jira

Field Recording

Metadata Tagging

Windows

Mac OSX

ACCOMPLISHMENTS

Graduated Summa Cum Laude
from Columbia College
Chicago

Won Intern Audio Editing
Competition at Noise Floor

Program Director At WHJE
Radio from 2014-2015