

# ROMAN PERRY

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## About Me

15+ years of audio engineering and production experience. I'm well versed in all aspects of the creation of audio media.

## Education

Icon Collective  
2015-2016  
Blueprint Program

Boston University  
2010-2014  
Bachelors of Arts  
in Film and Television

## Skills

- Pro Tools and Ableton Live
- Plugins by Waves, Native Instruments, and iZotope
- Familiarity with Unity and Godot game engines
- Familiarity with scripting basics
- Music production and audio engineering
- Sound design with an emphasis on synthesis and voice processing

## Relevant Experience

*Ghost Song* - Sound Design

Old Moon Games

Release Date TBD

- Recorded and manipulated foley and voice recordings to create atmospheric and creature sounds.

*the sunken place* - Programming, Scoring, and Sound Design

Ludum Dare 48

2021

- Using Godot, I designed, programmed, and implemented audio for my entry in the Ludum Dare 48 Compo game jam.

*Dice of Destiny* - Sound Design

Godot Wild Jam #32

2021

- Performed and designed unique creature voiceovers and UI sounds.
- Overall winner of the game jam and placed in second for audio.

*The Industry Talks Podcast*

Industry Talks

2016-2020

- Produced, edited, and released a podcast focused on interviews with professionals in the music industry.

## Work History

Icon Collective

October 2019-Now

- Wrote music production curriculum for the Vocal Artist Program
- Teach classes on Synthesis, Ableton Live, and music production
- Mentor 8-12 students per quarter for one-on-one deep dives on music production and creativity

Industry Talks

Dec 2016-2020

- Hosted a live monthly talk show on the Wav Media App
- Organized and coordinated the longest running monthly music industry panel in Los Angeles