



NICHOLAS COLELLA

AUDIO ENGINEER

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EDUCATION

FULL SAIL UNIVERSITY
09/2018 - 03/2020

Bachelor of Science in Recording Arts
Cumulative GPA 3.9

Awarded Course Directors Achievement in
Session Recording and Advanced Audio Workstations

CORE STRENGTHS

Strong team-oriented personality and communication skills

Ability to collaborate in a fast-paced environment

Aid in driving products to completion

Create top tier audio

Coordinate and operate a professional recording session

Knowledge in implementation of audio in Wwise, Unreal,
and other proprietary engines

Professional workflow knowledge of Pro Tools, Logic Pro X,
Izotope RX and various DAW's

AREAS OF EXPERTISE

- Audio Engineering
- Audio Production
- Sound Design
- Audio Editing
- Post Production
- Audio for Visual Media

INDUSTRY EXPERIENCE

SOUND DESIGNER (FREELANCE)

Earbeard Games - Cosmic Mayhem (2020), Fast Master Turbo (2020)
12/2019, 04/2020

- Corresponded with the lead developer to provide audio assets
- Executed in a fast-paced nature to meet approval before deadlines
- Created high-quality unique audio samples
- Applied recording concepts such as signal flow and dynamics processing
- Performed quick turnaround with any auditory notes from the developer
- Designed original sounds which saw placement in the final product (SFX & UI)

DUB STAGE INTERN

Full Sail University Dub Stage
03/2020 - 04/2020

- Aided Re-Recording Mixer in preparation for final stages of mix sessions
- Synchronized and edit dialogue, SFX, and backgrounds to picture
- Prepared Mix sessions for ADR & Foley recording for recordist
- Conducted searches through vast SFX databases
- Performed routine daily maintenance and upkeep of dub stage for clients

MIX PALACE STUDIO ASSISTANT

Full Sail University
09/2019 - 03/2020

- Applied knowledge of signal flow and various recording consoles to aid students
- Maintained upkeep of 12 individual mixing rooms utilized by various engineers
- Cataloged and database any discrepancies involving consoles and outboard gear
- Guided students passed any roadblocks during tracking and mixing sessions
- Employed strong knowledge of Microsoft Office Suite to schedule and organize
- Conducted and oversee the daily opening and closing procedures of the studios

FOLEY EDITOR (FREELANCE)

Earbeard Games - Guts & Gore - SFX Pack
10/2019

- Connected with the tracking engineer to determine which edits were needed
- Organized and edited a 2+ hour Foley tracking session
- Utilized audio editing concepts to cleanly top and tail each action
- Demonstrated creative editing techniques to remove unwanted sound
- Implemented knowledge of Pro Tools and Izotope RX to clean up recordings
- Aided in normalizing and mastering deliverables for public release