



## James K. Adamson

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### OBJECTIVE

To assist a team of creative audio professionals involved with commercial post production projects that will draw on my education and experience.

### QUALIFICATIONS

Extensive knowledge of commercial post production audio, accumulated technical skills including 3 years in-studio experience using professional audio hardware and software, and the ability to creatively and professionally aide the team and project.

### EDUCATION

1996-2000 *Bachelor of Music – Sound Recording Technology,*  
Southwest Texas State University, San Marcos, TX

- Comprehensive liberal arts education including courses in recording, acoustics, music performance, electronics, and computer science.

### EMPLOYMENT

- 2000-2003 *Engineer, Music Annex / Polarity Post Production, San Francisco, CA*  
Beginning with an internship in June of 2000, became an integral member of a facility that specialized in national TV and radio commercial work, participating in over 1100 sessions.
- Engineered and assisted sessions involving various types of work, including recording, editing, ADR, sound design and mixing for commercials, full-length documentaries, industrial conference videos, and video games.
  - Prepared multiple studios for daily session activities allowing engineers to focus on audio responsibilities.
  - Coordinated with multiple suppliers to order media and labeling materials required by all personnel.
  - Maintained Apple OSX Server that was responsible for facility e-mail and web site.
- 2003 *Audio Engineer / Freelance, Tellme Networks, Mountain View, CA*
- Edited and processed voice prompts for proprietary voice navigation system.
- 2002 *Audio Engineer / Freelance, Electronic Arts, Redwood City, CA*
- Edited, processed and classified voice prompts for five foreign language versions of *The Lord of the Rings* video game.
- 1998-2000 *Audio Engineer / Live Sound Reinforcement, Informedia, Austin, TX*
- Recorded and edited audio for pre-produced video segments.
  - Attended multiple international corporate conferences as supervising sound engineer for the production team.
- 1998-2000 *Live Sound Engineer, The Triple Crown, San Marcos, TX*
- Performed basic live engineering tasks such as monitor mixes, front of house mixes, and preparation of equipment for each show.
  - Developed plan to install recording equipment, making the club more appealing to musicians interested in taping live material.

### REFERENCES

Available Upon Request