Eric Delgado

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Skills

Over twenty years' experience composing music with a focus on live performance while also focusing on sound effects for student films, animations, video games, cartoons and promotional videos. 3 years' experience as sound designer and composer for video games.

- Proficient in Avid Pro Tools, Apple Logic Pro X and Sibelius.
- Well-versed in audio middleware, particularly FMOD and Wwise
- Sound format conversion, EQ-ing, looping, mixing, adding digital audio effects, normalization, and sound balancing
- Experienced with Native Instruments Komplete, Reaktor, SoundForge, Heavyocity Gravity and Spectrasonics Omnisphere 2
- Basic Knowledge of Pure Data, Unity 5, and Perforce Software
- Excellent Communication and written skills

Professional Experience

Bear Creek Recording Studio Intern   May 2016- August 2016

- Set up mics, managed cables, cleaned tape machine, set up baffling.
- Ran stems for mixing and mastering engineers.
- Created 7 chord charts for various instruments using Sibelius to replace synth instruments with acoustic instruments.
- Upkeep and interfacing of instruments and outboard gear such as compressors, reverbs, guitars.

Album Credits:

Train – *A Girl, A Bottle, A Boat*   Dean Lewis – Demo for upcoming album

Phillip Phillips – Unnamed 2016 Album   Blind Pilot – Video– *Packed Powder (Live at Bear Creek Studio*

Vance Joy – "*We're Going Home*"   Morningsiders – "*Empress*" featured on Hulu's *Difficult People,* S1 Ep1

Project Work

News Dudes (Animation)

- Sole composer and sound designer.
- Sync audio with video using Adobe Premiere
- Recorded VO for both main characters for network pitch
- Create and edit audio using Logic Pro X.
- Worked closely with entire team to create marketing materials

Pacific Coast Skyway (PC)

- Audio Director/Lead Composer
- Collaborated with artists and designers to marry visual and audio style of game
- Implemented all assets in Wwise
- Created dynamic audio switching based on lead vehicle
- Directed volunteer sound designers to create sfx.

Hereafter (HTC Vive)

- Create and edit audio using Logic Pro X.
- Define volume, pitch, pan, delays, layering randomization, and enveloping to facilitate the triggering of sound effects at runtime using FMOD
- Designed ambience using various synthesis techniques

Fusion Force (PC)

- Project managed with producers and engineers to create audio in a condensed timeframe
- Define parameters for volume and distance in FMOD.
- Sole Sound Designer creating SFX and music
- Mastered content with Waves Gold plug-ins

Snowball's Chance (PC)

- Sole composer and sound designer.
- Created all music and sfx in a very compressed timeline (1week)
- Recorded VO for both main characters for network pitch
- Nominated for best overall sound design 2014

Steak to the Heart (Animated Short)

- Created all foley sounds in studio and SFX using Sound Ideas 6000 library
- Synchronized SFX with visuals using Pro Tools
- Coordinated content with music composer to deliver on time

Education

Bachelor of Arts in Music & Sound Design, DigiPen Institute of Technology   April 2018 (Expected)