Andy Sanchez

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Summary

Experienced and results-driven Sound Designer with a strong background in creating immersive audio experiences for over six years. Proven expertise in recording, editing, and mixing using industry-standard tools. Collaborative professional with notable achievements in projects for renowned clients and a demonstrated ability to lead innovative initiatives.

Professional Experience

Sound Designer | Mood Media | October 2018 - Present

- Record and edit dialogue, produce sonic logos, design sound effects, and mix 19,000+ files annually.
- Manage intake, organization, and outflow of 30,000+ audio files and documentation annually.
- Enhanced quality and rate by standardizing processing and implementing best practices for our team.
- Collaborate with voice talent and prepare scripts to ensure successful recording sessions.
- Led several dialogue projects to enhance processing time.

Audio Engineer | Freelance | September 2014 - Present

- Work in the sound department for film productions including on-location and post-production.
- Produce, record, edit, mix, and master music.
- **Notable Projects**
  - **Warsaken** (Card Game 2023)
    - Conceptualized and designed sounds for cards in digital version of the game.
  - **Twenty One Pilots** (Icy Tour 2022, I Am Clancy, Next Semester)
    - Conceptualized and designed audio for intro and encore videos.
  - **Trip** (Feature Length Horror Film 2020):
    - Collaborated with the director and composer to create compelling and immersive audio.
  - **Paul McCartney** (ACL 2018)
    - Assisted with editing, organization, and management of audio files for TV release.

Projects

Overwatch 2 - Wwise Personal Project

- Redesigned the sounds for Junkrat's Launcher and implemented them into a new weapon system in Wwise.
- Simulated the weapon system in real-time using Pro Tools and TouchOSC for testing and refining sound design in a gaming environment.

DigiDash - Game Jam

- Created several soundtracks to accompany our theme as well as design sound effects, all implemented with Unreal Engine 5.

Education

The University of Texas at Austin | March 2020 - September 2020

Certificate in Web Development Austin, TX

Full Sail University | October 2012 - August 2014

Bachelor of Science in Recording Arts Winter Park, FL

Awards

Nominated, Outstanding Creative Achievement - NAMM TEC Awards | October 2018

NAMM TEC Awards, Remote Production/Recording or Broadcast
Red Bull TV - Sir Paul McCartney Live at ACL 2018

Skills

Wwise; Unreal Engine; Unity; Pro Tools; Reaper; iZotope Rx; FabFilter; Waves; Sound Design; Dialogue Production; Music Production; Recording; Field Recording; Foley; Mixing; Editing; Programming; Github; Javascript; Detail Oriented; Organized; Troubleshooting; Communication; Time Management