



Ryan Newman

Sound Engineer and Producer

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PROFESSIONAL SUMMARY

Creative and technically proficient sound designer with hands-on experience in live music recording, interactive media sound design, and digital audio testing. Earned a B.S. in Audio Production, with a strong foundation in both studio and field environments. Skilled in using industry-standard tools and software to design, edit, and mix high-quality audio assets. Demonstrates a keen ear for detail, strong collaborative abilities, and a passion for enhancing storytelling and user experiences through sound. Eager to work in new settings and to contribute to audio projects across games, film, music, and live events.

EDUCATION

Full Sail University, Winter Park, FL

Bachelor of Science in Audio Production, September 2025

Relevant Coursework: Advanced Game Audio, Music Composition for Media, Sound Design for Games, Interactive Music

SKILLS

- **Audio Tools:** Pro Tools, Logic Pro X, Ableton Live, FL Studio
- **Sound Design:** Field recording, SFX creation, Foley
- **Soft Skills:** Team Collaboration, Creative Problem Solving, Time Management
- **Game Audio:** Wwise, Unity (audio integration)
- **Audio Engineering:** Mixing, Mastering, Recording (Live & Studio)
- **Certifications:** Pro Tools 101, Wwise
- **Other:** Social Media Management, Technical Troubleshooting, Video Creation and Editing

WORK HISTORY

LIVE MUSIC RECORDING & SOCIAL MEDIA SPECIALIST

Court Square Theater | WNRN Radio

Harrisonburg, VA *February 2025 to present*

- Record and engineer live performances for WNRN's *The Living Room Series* and *Court Square Theater Presents Bluegrass Nights*
- Handle audio mixing, mastering, and delivery for radio broadcast and online platforms
- Assist with social media content creation and scheduling to promote live recordings

MAINTENANCE TECHNICIAN AND TURN TEAM LEAD

The Caton Companies | Sunchase Apartments

Harrisonburg, VA *May 2024 to present*

- Ensure operational functionality of residential units and perform preventive maintenance
- While not audio-related, developed strong problem-solving and time management skills
- Lead of the Turnover crew keeping them organized, accountable and on schedule.

VOLUNTEER EXPERIENCES

- **[P1] Games, Volunteer Sound Designer** Collaborated with an indie game development team to create immersive soundscapes and SFX. Delivered original audio assets tailored to gameplay mechanics and story elements. Worked with implementation tools and communicated closely with developers.
- **Volunteer Music App Tester** - WavTool - Tested their AI driven music app and provided professional feedback.

RELEVANT INTERESTS

- Modular synthesis and sound design experimentation
- Creating immersive audio for video games and interactive media
- Participating in online communities for game audio professionals
- Video development/Horror movie aficionado

References available upon request.