

Andrew Bahls

Sound Designer

Gaithersburg, MD 20878

Website: www.AndrewBahls.com

Reel: <https://vimeo.com/336408125>



Skills

Pro Tools
Max 8
vMix
Unreal Engine
FMOD

Film Production
Dialogue Editing
Production Sound
Sound Design
Audio/Visual Technical support

Experience

Technical Director for Worship

Gaithersburg Presbyterian Church

June 2021 - Present

Gaithersburg MD

- Manage the technical aspects of Sunday morning worship in-person and live streaming to YouTube
- Coordinate Sunday morning sound and visual volunteers
- Recruit and train new volunteers
- Maintain audio/visual equipment for worship, advise new purchases as needed.

Shift Supervisor

Starbucks

June 2006 - March 2010, July 2019 - Present

Gaithersburg MD

- Oversaw other team members
- Maintained a clean environment for customers
- Performed preventative maintenance on equipment
- Responsible for daily till counts and deposits

A/V Conference Room Coordinator

Singhal & Company Inc.

January 2014 - April 2019, Rockville MD

- Coordinated audio/visual requirements for meetings, conference rooms, classes, and trainings
- Experienced with WebEx and Adobe Connect collaboration tools, and provided assistance and support for these tools
- Edited and posted recordings of meetings for others to view
- Troubleshooted and maintained A/V equipment on site

Education

Savannah College of Art and Design (SCAD)

BFA in Sound Design

February 2010 - June 2013, Savannah GA

Montgomery College

Television Production (some classes)

2006 - 2009, Rockville MD

Awards

Robert O. Levitt Emerging Filmmaker Award

September 2013

Overgrown Kingdom

Nominated at the 2013 Gray's Reef Ocean Film Festival

Professional Societies

Cinema Audio Society

Affiliate Member

2013 - 2019

Motion Picture Sound Editors Guild

Affiliate Member

2013 - 2018

Training & Certifications

InfoComm - Recognized AV Technologist

May 2016

Ongoing Projects

Lead Sound Engineer

Gaithersburg Presbyterian Church

August 2014 - Present, Gaithersburg MD

- Led a team to evaluate the current sound system
 - Researched, documented, and presented a new sound system that worked within the assigned budget
 - Ordered and installed new audio equipment
 - Defined roles and trained volunteers in the operation of the audio system
 - Troubleshooting audio issues on site and suggesting solutions
 - Periodically updating and refining audio solutions and volunteer roles
-

Filmography

Production Mixer / Boom Operator

Daddies

July 2018 - December 2018, Maryland

Independent TV Pilot

- Supervised the recording of dialog on set
- Ensured an optimal recording environment despite less-than-ideal situations

Supervising Sound Editor

Paradiddle

February 2013 - March 2013, Savannah GA

Graduate Thesis Film

- Conformed dialog and effects edits to extensive picture edits
 - Matched dialog changes with ADR and Foley
 - Mixed the final product for delivery
-

Filmography
cont.

Supervising Sound Editor

Overgrown Kingdom

April 2013 - May 2013, Savannah GA

Senior Thesis Documentary

- Worked with the Directors and post-production editorial team to develop an original sound profile for the documentary
- Supervised team of 6 sound and dialogue editors
- Mixed the final product for delivery

Music Composer

The Legend

May 2011, Savannah GA

Senior Thesis Film

- Assisted on set during principle production as a grip and camera assistant
- Wrote original music cues
- Assisted the supervising sound editor in mixing music levels

Games

Sound Designer

SIRA: The Game

October 2011 - May 2012, Savannah GA

Independent Student Game

- Worked with the game designers to determine the sound esthetic for the game
- Developed and recorded footsteps and other foley elements
- Mixed and delivered sound assets for implementation into the Unreal game engine
- Programmed sound cues within Unreal Engine
- Playtested and tweaked the sound cues within game builds

Music Composer

Easy Money?

March 2012, Savannah GA

Student Graduate Thesis Game

- Coordinated with the game designer in determining what music cues were needed
- Wrote an original music score
- Delivered multiple music cues for implementation within the game

References available upon request

Andrew Bahls

Website: www.AndrewBahls.com

Reel: <https://vimeo.com/336408125>