

# DJ MEADOWS

Sound Designer | Audio Engineer

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## PROFESSIONAL SUMMARY

Dynamic Sound Designer and Audio Engineer with 7+ years of experience creating immersive soundscapes in film, TV, and live production. Known for delivering high-quality sound design and engineering that elevates storytelling. Looking to bring expertise in audio innovation to gaming and immersive projects.

## SUMMARY OF QUALIFICATIONS

### Sound Design & Engineering

- Expert in design, editing, foley, mixing, dialogue repair, and field/VO recording for various projects.
- Proficient in Pro Tools Ultimate, Nuendo, and Dolby Atmos workflows.

### Broadcast & Live Events

- Dante Certified with experience in digital audio routing, IP Systems, and video integration.
- Understanding of various audio boards (*Allen & Heath, Yamaha, Midas, Avid etc.*) and intercom systems.

### Games & Interactive Media

- Integrated and implemented interactive audio in Wwise and Unreal Engine for in-game environments and cutscenes.
- Designed and implemented interactive audio experiences, leveraging UX/UI sound principles to enhance user feedback, accessibility, and immersion in interactive environments.

### Project Management & Leadership

- Proven ability to manage complex audio projects, optimize budgets, and strengthen client and crew relationships.

## PROFESSIONAL EXPERIENCE

### Freelance – Sound Designer | Audio Engineer

March 2017 – Present

- Executed multiple audio-related roles for several award-winning projects whose clients included NBC/DreamWorks, Universal Music Group, and various independent creators.
- Created immersive audio for 30+ film, TV, and live projects, increasing audience engagement and earning client commendations. Received repeat business from clients such as NBC/DreamWorks and Universal Music Group.
- Collaborated closely with directors/producers to achieve award-winning soundscapes on high-profile projects.
- Expertly navigated Pro Tools and Nuendo to produce high-quality sound effects, ambient sounds, and dialogue repair, significantly enhancing audio clarity.
- Optimized the post-sound workflow for a feature-length audio drama and single-handedly managed projects to ensure high-quality output within strict deadlines post-team dissolution.
- Built, documented, and recorded high-quality sound effects, creating unique audio profiles for each project.

### Universal Music Group (UMG) – Stage Manager | Project Manager

June 2022 – March 2024

- Managed high-profile live events and showcases, coordinating teams of 100+ attendees and optimizing multi-track audio for streaming and distribution, including for Deutsche Grammophon, Metro Boomin', Imagine Dragons X Coke Studios, Interscope, Def Jam, and many more.
- Established Stage Management standards at UMG, training staff in audio, video, lighting, and live production workflows.
- Developed an inventory tracker for streamlined maintenance, repair, and equipment rentals.
- Assisted in improving and building out The Stage as a multi-purpose performance venue for internal and external use.
- Supervised PBS's *'The Musicians Greenbook: An Enduring Legacy'* documentary and recorded music cues.

## ADDITIONAL SKILLS

- **Audio Production:** Pro Tools Ultimate, Nuendo, Dolby Atmos, 5.1/7.1 Mixing, iZotope, Waves, Soundly, Unreal Engine
- **Live Event:** Dante Routing, Broadcast Mixing, Allen & Heath Consoles, Avid S6 Consoles, Video Playback/Integration, Fiber Routing, Systems Design
- **Project Management:** Airtable, Monday, Sony Ci, Box, Microsoft Office & Google Suite, PC/Mac Proficient
- **Games/Interactive:** UX/UI, Wwise (Proficient), FMOD (Basic), Asset Creation in Godot, Binaural Processing, Synthesis

# SELECTED PROJECTS

## Sound Designer | Audio Engineer

Recent relevant experience listed below. Full list and references available upon request.

### Sound Design | Foley | Mix - Film & TV

#### 2024

- TBA (Short) - **Sound Design**
- *Home For Passover* (Short) - **Sound Design, Foley, Mixer**
  - Achieved high-quality sound design on a limited budget, delivering dynamic fight sequences that enhanced narrative intensity under tight timelines.
- *A Good Misogynist* (Short) - **Dialogue Clean Up, Mixer**

#### 2023

- *Down Bad* (Music Video) - **Sound Design, Mixer**
- *Susan Feniger: FORKED* (Documentary) - **Sound Editor**
  - Edited, recorded, and designed soundscapes to increase realism for this documentary.
- *Et Tu* (Feature) - **Sound Editor**
  - Designed, edited, and recorded various sounds for this horror feature.

#### 2022

- *The Buckley's: Take It As It Comes* (Short) - **Mixer**
- *Jurassic Toys* (Advertisement - Hasbro) - **Sound Designer, Mixer**
  - Collaborated with NBC/Universal to edit, mix, and design audio for the launch of a Jurassic World toy line.
- *Spirit Untamed: Canyon Pals' Adventures* (Mini-Series) - **Sound Designer, Foley, Mixer**
  - Sole sound designer for a miniseries promoting the Spirit Untamed toy line, recording remote VO, collaborating with NBC/Universal producers and the director to align the sonic vision.

(more available upon request)

### Audio Engineer - Live Event + Broadcast

#### 2024

- *Fiestas Patrias Parade* - **A1, Broadcast Engineer**
- *good neighbours: Live @ The Troubadour* - **A1, Broadcast Engineer**
- *Medium Build: Live @ The Troubadour* - **A1, Broadcast Engineer**
- *Women of Wrestling: Season 3 (Theme/Rap)* - **Recording Engineer**
  - Coached, tracked, and mixed 60+ wrestlers in a recording session over three days.

#### 2023

- *Tomorrow X Tomorrow: Sweet Mirage* - **A1, Broadcast Engineer**
  - Assisted HYBE in mixing their LA live concert for a simultaneous global theater broadcast.
- *Gryffn (Live) @ LA State Park* - **A1, Broadcast Engineer**
  - Assisted Universal in mixing a live-streamed performance seen by over 500k people.
- *YourRage Talent Show + 3-on-3 Basketball Tournament* - **A1, Broadcast Engineer**

- Mixed multiple mics for two back-to-back live stream events for TwitchCon

## 2022

- **Divorce Court: Season 24 - A1, Audience Coordinator Technician**
  - Provided audio mixing and video support for Season 24's virtual audience in Atlanta, GA.
- **Rolling Stone Live: Superbowl Party**

(more available upon request)

## Management + Leadership - Universal Music Group

### 2024

- **Untitled Documentary - Stage Manager**
  - Assisted in pre-production and production for high-profile interviews in a music documentary, managing stage and studio setups.
  - Hired team members to assist producers and talent on shoot days.

### 2023

- **Imagine Dragons X Coke Studios Collaboration - Stage Manager, Technical Director**
  - Coordinated and executed an orchestral recording session for a 40-piece ensemble with just 16 hours' notice.
- **HYBE x Geffen: Dream Academy (Debut) - Stage Manager, Technical Director**
  - Built and coordinated teams for the press debut of Netflix's '**Pop Star Academy: KATSEYE**' (aka *Dream Academy*).
- **Showcases - Various - Stage Manager, Technical Director, Audio Engineer**

- Managed all aspects of production, from hiring, contracts, and coordinating teams to overseeing event setup, execution, and teardown, ensuring a safe and smooth experience.
- Showcases included everyone from **Dr. Dre, Flatland Calvary, Felix Ames, Jordan Ward, MOBY**, and more.

- **Additional Projects - Various - Stage Manager, Technical Director**

- Led diverse projects including photoshoots, film shoots, system operations/construction, ATMOS integration, training, live streams, and pre-tour rehearsals.

### 2022

- **The Musicians' Green Book: An Enduring Legacy - Stage Manager, Piano Recordist**
  - Assisted in pre-production and production for high-profile interviews in a music documentary, managing stage and studio setups.
  - Also assisted as the recording engineer for an impromptu piano session

## Sound Design | Foley | Mix - Games & Interactive Media

### 2024

- **TBA - Survival Platformer - Sound Designer, Foley Artist**

### 2023

- **NDA - Sound Designer (Contract)**
  - Assisted in creature sound design and implementation in UE5/Wwise