

DJ MEADOWS

Sound Designer | Audio Engineer

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PROFESSIONAL SUMMARY

Creative audio designer and immersive sound engineer blending spatial sound, technical leadership, and interactive storytelling. Experienced in reactive music systems, narrative-driven soundscapes, and directing cross-functional audio pipelines across film, games, and events.

SUMMARY OF QUALIFICATIONS

Sound Design & Engineering

- Expert in editing, foley, mixing, dialogue repair, music editing, and field/VO recording across linear and interactive media
- Proficient in ProTools, Nuendo, Reaper
- Experienced in shaping audio intent through spatial layering and reactive storytelling.

Broadcast & Live Events

- Dante Certified; experience with Q-SYS, playback systems, and IP-based routing workflows
- Live audio engineer with expertise in Allen & Heath, Avid, and Yamaha consoles
- Video Integration Systems + Processes

Games & Interactive Media

- Designed and implemented reactive audio using Wwise, Unreal Engine 5, and Dolby Atmos
- Developed immersive sound experiences that enhance feedback, accessibility, and player engagement
- Designed spatial audio and playback systems for nonlinear games and live exhibits

Project Management & Leadership

- Trained and led technical teams for large-scale events and branded activations

PROFESSIONAL EXPERIENCE

Freelance – Sound Designer | Audio Engineer *March 2017 – Present*

- Led sound design, foley, mixing, and dialogue cleanup workflows across projects in film, TV, branded content, and games
- Worked with clients including NBC/DreamWorks, UMG, and Hasbro; known for delivering creative, reliable results across tight timelines.
- Guided directors and editors through sound and music workflows to better support story pacing, character arcs, and emotional shifts.
- Oversaw the post audio workflow for a feature-length audio drama, and delivered final mixes after team dissolution
- Designed original SFX libraries using custom recordings, synthesis, and layered processing tailored to each project's tone and environment.
- Expert in Pro Tools and Nuendo; experienced mixing for stereo, surround, and immersive formats (e.g. Dolby Atmos), including routing and playback optimization for in-studio and install-based projects.

Universal Music Group (UMG) – Technical Director | Associate Producer

June 2022 – March 2024

- Built and scaled the Stage Management position at Interscope Studios, designing technical infrastructure for immersive showcases, branded events, and filmed content.
- Led creative-technical execution for 30+ hybrid productions, managing end-to-end workflows across audio, lighting, video, and crew logistics.
- Managed artist playback and music deliverables for showcases, coordinating with teams to align performances with creative direction and event goals. (*Dr. Dre, Imagine Dragons, MOBY, Metro Boomin'*)
- Trained and supervised rotating technical teams; developed repeatable systems and SOPs to support scalable experiential activations.
- Coordinated with artist teams, music directors, and production leads to deliver consistent sound across both live and recorded content, from rehearsals to final playback.

TOOLS & TECHNICAL SKILLS

- **Audio Production:** Pro Tools Ultimate, Nuendo, Dolby Atmos, 5.1/7.1 Mixing, iZotope RX
- **Spatial & Interactive:** Wwise, Unity, FMOD, Unreal Engine 5, Godot
- **Live & Event Systems:** Dante Certified, Q-SYS, Allen & Heath, Yamaha, Broadcast Mixing

SELECTED PROJECTS

Sound Design | Foley | Mix - Film & TV

2025

- Green Thumb (Short) - **Sound Design**
- Across The Border (Short) - **Sound Design**
- Dry Stone (Short) - **Sound Design, Foley, Music Editor, Mixer**

2024

- ADIDAS Spot - **Sound Design**
- Master, Master (Short) - **Sound Design, Music Editor, Mixer**
- Home For Passover (Short) - **Sound Design, Foley, Music Editor, 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.

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

2025

- 3point5 x Lebra Jolie Live - **A1, Broadcast Engineer**
- 3point5 x Haiden Henderson Live - **A1, A1, Broadcast Engineer**
- 3point5 x Elliot James Reay Live - **A1, A1, Broadcast Engineer**
- 3point5 x Braden Live - **A1, Broadcast Engineer**
- 3point5 x Jae Live - **A1, Broadcast Engineer**
- 3point5 x Genia Live - **A1, Broadcast Engineer**

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**

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: Super Bowl Party**

(more available upon request)

Management + Leadership - Universal Music Group

2024

- **The Makings of Curtis Mayfield - 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 processes 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.

(more available upon request)

Sound Design | Foley | Mix - Video Games

2025

- **ReShaped (Game Jam Demo) - Sound Designer, Foley Artist, VO Recordist, Wwise Implementer, Technical Designer, Co-Writer, Co-Creator - Unreal Engine 5**
 - Collaborated with the team to create the vision, story, and dialogue for the game.
 - As the sole sound designer on this project, I was also responsible for creating all the audio assets and implementing them using Wwise and UE5 blueprints to build, test, and QC sounds, ensuring they're reactive in-game to player interaction.
 - The project was completed over 1.5 weeks.
 - Designed and implemented a reactive music system using Wwise and UE5 trigger boxes; music layers responded to player location and gameplay state to support narrative tension and pacing.

2024

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

2023

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