

Basil Ramos

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Reel - <https://basilramos.wixsite.com/sounddesign>

Skills Summary

Pro Tools (Certified), Reaper, Ableton, Logic, Wwise, Fmod, Unreal, Unity, Dante (Certified),
Izotope RX, Sonic Experiences, Interactive Audio, Foley Performance

Relevant Experience

Audio Director

DropBears Games 01.2021 - Present
Designed and integrated all audio assets for the studio's up and coming mobile release "The End of the Line." Collaborated with engineers on interactive and smooth audio integration taking advantage of Unity, Fmod, and Naninovel's native audio integration capabilities. Recorded, performed, and organized all assets in a library for ease of access to other employees.

Senior Sound Engineer

The Basement 02.2021 - 07.2021

I ensured all aspects of shows ran smooth, This included: Contacting bands to receive an input list. Sound test for each band ending 30 minutes before show start. Monitor and run shows fixing any problems encountered during the set. Maintaining and updating all equipment. Leading all setup and tear down. Overseeing band payment and locking the venue.

Audio Lead

E-Squared Studio 05.2019 - 09.2020

Designed and composed all audio assets for the game "The Slime."

Freelance Audio Work:

Foley Artist for Anson Seabra's music video "Hurricane."

Production Sound Mixer for the Shiminga N. Forney short film "Amira: Retribution."

Sound Designer/Mixer and Foley Artist for the Jack Murphy short film Show Me the End of Time."

Boom Op/Production Sound Mixer for the Oni Entertainment production "Bad Beat."

Education

Full Sail University

Bachelors of Science in Recording Arts 11.2020

Other work Experience

The Church of Jesus Christ of Latter Day Saints, Tokyo, JP

Missionary, 03.2016 - 03.2018