

JONATHAN BROOKS GUTHRIE

1610 South Dorchester Drive
Apartment 32
Bloomington, Indiana 47401

812-272-5848
brooks@brooksguthrie.com

www.brooksguthrie.com

SUMMARY

As a student pursuing a degree in Recording Arts from the Indiana University Jacobs School of Music, I have been presented with a number of unique opportunities to blend traditional recording techniques with modern technologies and digital content distribution. The program is at the forefront of live video streaming and digital concert archiving and has allowed me to explore the cutting edges of audio, video, and information technology in a guided, established setting that reinforces skills learned in the classroom.

The deep integration of the Recording Arts program within the music school has allowed me to work on many performances that combine these fields. Participation in audio crew, totaling over 150 hours of hands-on experience a year, has given me the opportunity to lead the mix for the recording or live sound reinforcement of many ensembles including IU Wallarab and Allen Jazz bands, the African American Arts Institute's Soul Revue, the collegiate premier of *A Light in the Piazza*, and *The Most Happy Fella*.

As an audio production assistant I work closely with an advanced concert archiving system that manages over four terabytes of recorded audio and video each semester. This system's use of metadata is on par with professional archival schemes, and was presented for other audio professionals at the 124th Audio Engineering Society conference.

I believe that an internship in video game production would give me an opportunity to apply my skills as an audio engineer and audio production assistant to the sound design process, aiding the team and further developing my talents in a brand new setting.

OBJECTIVES

- Apply and expand my advanced knowledge of digital workstations, editing techniques, and musical / vocal recording to audio production for video games.
- Gain a more complete understanding of the tools used by sound professionals to manage assets and incorporate those assets into the game (Wwise, FMOD, etc.)
- Further the skills learned as an audio production assistant, in regards to organization and project management for video games.

SKILLS

- Expert level tracking, non-linear editing, mixing, and mastering in **Digidesign Pro Tools**
- Stereo recording, mastering, and CD preparation in **Steinberg Wavelab**
- Experience with analog and digital consoles from **Yamaha, Mackie, Sony, Ramsa, Soundcraft, Digidesign, Neotek, DigiCo, and Midas**
- Two years of electronics theory and audio equipment repair education, culminating in a complete build of two microphone preamplifiers (starting at the component level)
- Recording and streaming live video with **Telestream Wirecast**
- (Limited) Video capture, editing, and DVD authoring in **Final Cut** and **DVD Studio Pro**
- Preparation and distribution of audio podcasts via **RSS, iTunes, and the Zune Store**

- Installation, modification, and regular use of the blogging platform **Wordpress** and associated web technologies (HTML, CSS, and limited experience with PHP)
- Graphics editing with **Adobe Photoshop**
- Installation and advanced troubleshooting of **Windows (XP, Vista, 7)** and **OS X**

WORK EXPERIENCE

AUDIO ASSISTANT / ENGINEER, JACKSON AUDIO

OCTOBER 2009 - PRESENT

Wayne Jackson provides audio support for many Indiana University and Bloomington, IN events. As an audio assistant and part-time engineer, duties include loading trucks, setting up various small to medium-sized venues for live sound reinforcement (Front of House and Monitoring), and engineering events.

AUDIO PRODUCTION ASSISTANT, INDIANA UNIVERSITY DEPT. OF RECORDING ARTS

JUNE 2008 - PRESENT

The Recording Arts Department is responsible for the recording of over 700 hours of recitals and concerts each semester, totaling approximately four terabytes of data. Production assistants are the first step in the archival process, assuring that all metadata and associated files are correct prior to digital delivery to the Indiana University Music Library. CDs are also created for conductors and featured artists.

BUILDING SERVICES WORKER, CARMEL PARKS DEPARTMENT

MAY 2007 - AUGUST 2007

Custodial work and equipment set-up in the newly opened "Monon Recreation Center". Duties included performing all general cleaning and basic maintenance functions in and around park facilities: vacuum, mop, wax and shampoo floors, dust and polish furnishings and fixtures, clean and deodorize restrooms, pick up and empty trash. Included training for walk-behind and riding floor scrubbers.

EDUCATION

INDIANA UNIVERSITY, BLOOMINGTON, INDIANA

Bachelor of Science in Recording Arts, Minor in Informatics

Jacobs School of Music Dean's Scholarship

Current Class Standing: Senior

Expected graduation date: December 2010

Cumulative GPA: 3.568

PURDUE UNIVERSITY, WEST LAFAYETTE, INDIANA

Computer Information Technology

Transferred upon acceptance to the Indiana University Jacobs School of Music Department of Recording Arts

WESTFIELD HIGH SCHOOL, WESTFIELD, INDIANA

Academic Honors Diploma, June 2006

PROFESSIONAL ACTIVITIES / ORGANIZATIONS

- Student member of the Audio Engineering Society, Treasurer Indiana University chapter
- High School member of the International Thespian Society

HONORS AND ACHIEVEMENTS

- CompTIA A+ Certification
- Microsoft Certified Professional (Exam 70-270)
- Boy Scouts of America, Eagle Scout
- Boy Scouts of America, Order of the Arrow, Brotherhood Member