J.B. McCarthy

Sound Designer

EXPERIENCE

Ranger Sound (Freelance Business) - Sound Designer

June 2017 - PRESENT

Actively sought out and acquired new clients.

Used the vast catalogue of applications and plugins at my disposal to edit/mix fully tailored soundscapes for each project.

- Edited and mixed dialogue/foley/ambiences/hard effects/music in LR, LCR, and 5.1 formats.
- Performed the roles of foley/ADR recordist.

Work with short and long form media such as: live action, animation, commercial, etc.

Craft Cave Sound — Sound Editor

November 2022 - Present

On-call, remote, freelance sound designer supporting the in-house staff with overflow sound editing work for mid to long form doc/film content.

 Saved ample time for the re-recording mixer by delivering sessions with swift and detailed accuracy.

KOKO Productions — Audio Editor (Contract)

June 2022 - November 2022

Edited prelay and pickup recording sessions for picture editors.

Edited/mixed dialogue/foley/hard effects/backgrounds in a LR format (stereo).

Programmed foley using MIDI data and Edward Foley Suite.

EDUCATION

Vancouver Film School — Sound Design for Visual Media (Diploma)

June 2017 - June 2018

Memorial University of Newfoundland — Bachelor's of Music Theory and Composition

September 2013 - June 2017

GAME PROJECTS

BustBusters (2018) — Competitive Virtual Reality Game

80% of asset creation | Bus ducking hierarchy system | Custom Distance RTPC attenuation | Conditional dialogue behavior | Switches and states based on player location and game clock.

CONTACT

(709) 660-5274 jbmccarthysound@gmail.com www.rangersound.ca

SKILLS

- 7+ years audio experience
- Pro Tools Studio
- Surround/stereo mixing
- Logic Pro X
- Wwise integration
- Izotope Rx
- Soundly
- FMOD
- Kontakt

AWARDS

- Best Sound Award
 (Run 'N' Gun 2023)
 Created an
 encapsulating
 soundscape for the
 short film "SLEEP"
- Best Canadian
 Documentary Short
 Film (VAFF 2023)
 Edited foley and hard
 effects for Telus's
 "Overtime"