J.B. McCarthy

Sound Designer

CONTACT

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EXPERIENCE

Ranger Sound (Freelance Business) — *Sound Designer*

Actively seek out and acquire new clients.

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

- Edit and mix dialogue/foley/ambiences/hard effects/music in LR, LCR, and 5.1 formats.
- Perform the roles of foley/ADR recordist.

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

Beyond Capture Studios — *VO Recording Engineer/Editor*

In-house recording engineer/VO editor supporting on several major game projects.

- Handle all major VO recording sessions using Reaper/Python/Shotgrid.
- Edit/Master all recordings to client's delivery specs, utilizing detailed Excel spreadsheets.
- Masterfully cooperate with multiple directors and talent on a day to day basis, both in person and remotely via Teams..

Maverick Post Group — *Foley Editor/Recording Engineer*

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

- Saved ample time for the re-recording mixer by delivering sessions with swift and detailed accuracy.
- Created an efficient recording environment, working with house methods to keep up with fast-paced delivery requirements.

EDUCATION

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

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

Game PROJECTS

Forza Horizon 6 (2026) — *VO Recording Engineer/Editor*

Handled the back half of Vancouver-based recording sessions | Used Python-coded program to assist with pipeline integration | Edited/mastered each recording file to detailed client delivery specs.

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.

SKILLS

- 10+ years audio experience
- Pro Tools Ultimate
- Surround/stereo mixing
- Reaper
- Logic Pro X
- Wwise integration
- Izotope Rx
- Soundly
- Editing/mixing
- Recording engineering

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"*
- *Leo Award Nomination for Best Sound Design for "DTF?"*