

# Beau Gourley

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Experienced sound recordist and editor with nearly 10 years in the film industry; specializing in dialogue, foley and sound effects recording, editing and mixing. Highly motivated self-starter and team player. Trained at Vancouver Film School's Sound Design for Visual Media. Worked on many feature length and short films that have been submitted to multiple film festivals; including one project that premiered at the Sundance Film Festival.

## Skills

- Competent in both Windows and OSX
- Pro Tools Ultimate & HD
- Final Cut Pro
- Adobe Creative Suite programs
- Multiple Waves plugins
- iZotope RX
- Native Instruments Komplete programs
- FMOD
- Wwise
- Unity
- Blackmagic ATEM Software and hardware, Web Presenter
- Open Broadcaster Software
- ISDN connection and recording
- Source Elements Source Connect
- Relationship Building
- Client/Partner Relationships
- Team Leadership & Management
- Ability to learn on the fly

## Experience

- Freelance Sound Designer 09/2012 - Present
  - o Voices Now - *Recording Engineer* 11/2019 - Present
    - Recorded, edited and mixed various commercial, film and television projects
    - Recorded ADR and voice over locally, nationally and internationally both in studio and via remote connections
    - Assisted both clients and owners through various tasks including scheduling, project management and data management.
  - o MVP Video - *Sound Designer* 05/2019 – 02/2020
    - Provide sound design for projects designed in house for MVP Video, editing, mixing, re-recording and delivery to specifications based on platform needs.
  - o Saturn Sound Studios - *Studio Assistant/Recording Engineer* 03/2019 - 07/2019
    - Assisted in recording setups for musician recording and ADR recording
    - Recorded ADR and voice over for numerous projects
- DogManic Recording Studios – *Recording Engineer* 04/2018 – 04/2019
  - o Meet with clients and record, edit and mix based on their needs. In the process of setting up an Internet broadcasting system. Implementing procedures and workflow for live streaming content.
- LAB 6 Studios – *Studio Assistant* 04/2015 – 04/2018
  - o High Lonesome (Short Film) – *Sound Designer*
  - o True Heart's Pass (Short Film) – *Foley Walker*
  - o Collide (Short Film) – *Sound Designer*
  - o Paris Project (Feature Length) – *Sound Designer*
  - o Romeo and Juliet (Feature Length) – *Sound Designer*
  - o Cyborg X (Feature Length) – *Foley Recordist*
- Never Steady, Never Still (Feature Length) – *Foley Walker* 11/2016
- NA Collective (Sundance Event) – *Prod. Assistant* 01/2016
  - o Assisted directors with set building, maintaining upkeep during event and other various tasks

- Freaking Rad – *Prod. Sound Mixer* 12/2015
  - Overcame challenge of recording audio with prototype 360° camera
- Misery Loves Comedy (Documentary) – *Prod. Sound Mixer* 01/2014
  - Premiered at the 2015 Sundance Film Festival
- Playing with the Devil (Short Film) – *Prod. Sound Mixer* 09/2013
  - Shown in over 30 film festivals and won multiple awards
- Colorless Green (Feature Length) – *Prod. Sound Mixer* 08/2013

## Education

- Vancouver Film School - 2011  
 [*Diploma – Sound Design for Visual Media*]
  - Collaborated with student in the Animation Department; designing, editing and mixing audio for their final project
  - Collaborated on a video game with a team at the game design campus as Audio Lead; planning, designing and providing audio assets for their final project.
  - Delivered projects to specifications of Film Department teams. Providing 5.1 surround mix, production recording and mixing, ADR recording, foley recording, sound effects recording and editing.
- Salt Lake Community College – 2010  
 [Associate of Science]
- Salt Lake Community College - 2010  
 [*Associate of Applied Science, Film Production Technician*]

*\*References available upon request.*