

Kristian Tchetchko

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Education

Carnegie Mellon University | Pittsburgh, PA

Master of Entertainment Technology

expected May 2020

Advanced Music Studies Certificate, Audio Recording and Production

Dec. 2016

Bachelor of Fine Arts, Music and Sound for Media, *graduated with University Honors and College Honors*

Dec. 2015

Sound Design & Composition Experience

Building Virtual Worlds (ETC) | Composer, Sound Designer

Fall 2015, 2018

- Created experiences and interactive games in 5 person teams under tight 1-2 week constraints
- Utilized non-traditional technologies, including Oculus VR, HTC Vive, Makey Makey, Fidget, Leap Motion, and Myo Armband.
- Directed group brainstorm and scrum meetings, designed sound effects, and composed musical soundtracks

Ashes and Snow (opera) | Sound Designer (World Premiere)

Dec. 2016

- Built audio playback and reinforcement system within set design and performance guidelines for the venue
- Mixed pre-recorded and live audio sources for separate house and radio broadcast recording feeds
- Provided audio consultation regarding sound effects and cue lists

Left Unsaid (VR) | Composer

Dec. 2016

- Composed score for the experience that follows the emotional arch of the story

Linger (trailer) | Lead Sound Engineer

Sept. 2016

- Recorded, implemented, and synchronized Automatic Dialogue Replacement techniques over existing audio/video timeline

JurassicPower Innovation Center (interactive) | Composer & Sound Designer

Dec. 2016

- Created sound effects for menus and interactions, as well as the background music for the experience.

Nuts! (documentary) | Assistant Sound Designer

Oct. – Dec. 2015

- Recorded and selected sound effects and live voice overs
- Premiered at Sundance Film Festival, Special Jury award

Chums From Across the Void (short film) | Assistant Sound Editor

Sept. – Oct. 2015

- Assisted in the creation, recording, and mixing of realistic, believable Foley
- Premiered at New York Film Festival

Audio Recording & Mixing Experience

Facebook Reality Labs | Audio Research Assistant

Aug. 2018 – Oct. 2018

- Obtained, cataloged, compiled, and tested data pertaining to specialized audio equipment and concepts

WQED FM | Off-Site Location Recording Engineer

Sept. 2017 – present

- Recorded and mixed performances for immediate radio release on WQED FM

University of Pittsburgh Department of Music | Recording & Mix Engineer

Dec. 2016 – present

- Managed 3 concert venues and performance recording calendar for both department and outside events
- Facilitated live sound mixing in addition to concert recordings and radio broadcasts
- Maintained and service audio equipment

Resonance Works Pittsburgh | Contracted Recording Engineer

July 2014 – present

- Determined recording needs for season's concerts and productions
- Recorded, edited, mixed, and mastered main stage concerts for release on CD and radio

CMU School of Music | Audio & Video Engineer, Adjunct Instructor

Aug. 2011 – Sept. 2018

- Drafted stage layouts and production specifications for all events requiring audio and video equipment
- Handled all audio needs for CMU Music Pre-College activities, including weekly convocations, concerts, and auditions
- Managed CMU's Vlahakis Recording Studio, including assistant teaching, scheduling, and client relations
- Directed teams of up to 7 audio engineers to ensure efficient and on-time setup/teardown during performances
- Lead group and private lessons in Music Technology, Recording Arts, Electronic Composition, and Synthesizer Programming

Skills & Tools

- ▶ Software proficiency in Avid ProTools, Apple Logic Pro, Adobe Audition, MAX/MSP, Q-Lab
- ▶ Proficiency in recording and mixing techniques, MIDI orchestration, audio restoration, and audio editing
- ▶ Perfect pitch
- ▶ Conservatory level piano and violinist
- ▶ Sound synthesis mastery
- ▶ Extensive audio hardware knowledge