RIAN MUSIAL

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Summary & Objective:

Fast learner and nontraditional thinker with experience writing, designing, and debugging computer code and editing, recording, and creating sound. Seeking an opportunity to demonstrate ability to produce a quality product and improve the customer's experience while gaining valuable insight from those more experienced.

Education:

Indiana University – Purdue University at Indianapolis Dept. of Music & Arts Technology; Indianapolis, IN; Bachelor of Science in Music & Arts Technology With Distinction; 2015

Experience:

- Freelancer; 2015 to present
  - Composed, mixed, and mastered recordings for videos
  - Designed and implemented clean code for mobile apps
- Web Designer; rianmusial.com; 2015 to present
  - Created and maintained website
- Sound Engineer; Girls Rock! Indianapolis; July 2015
  - Ensured quality audience experience
  - Ensured quality recordings of performance

Volunteering:

Audio Lead; Every Night Productions; March 2015 to December 2015

- Advised producers on audio process
- Ensured quality recording and edits
- Composed thematic ideas

Projects:

- Sound Designer; Codename Color; Videogame; 2014 to 2015
- Game Developer; Call of Duty: Black Ops II web game; school project; 2014

Software/Language skills:

Item:	Familiar since:	Item:	Familiar since:
HTML, CSS	2012	Cakewalk Sonar	2011
JavaScript	2013	Pro Tools	2013
Python	2014	Logic Pro	2014
C, C++, Java, C#, PHP, Git	2015	Sound Forge	2012
Photoshop	2013	Audacity	2011
Sony Vegas	2011	Max/MSP	2013
Premiere Pro	2014	Unity Game Engine	2015

Languages:

- English — native speaker
- French — functional fluency — (CEFR B2/C1) — (ILR Level 2/3)
- Esperanto — limited fluency — (CEFR B1) — (ILR Level 2)
- German — beginner — (CEFR A2) — (ILR Level 1)