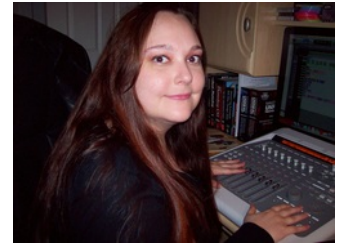


# JENNIFER BLAZE KLINGBERG

Sound Engineer/ Game Sound Designer/ Programmer/ Musician



- Excellent working abilities with ProTools, Logic Pro, & other sound programs
- Creative in designing: sound effect, Foley, ambience, voice-overs, and music
- Strong implementation of sounds in game engines with programming & scripting skills
- A diverse background of sound: recording, mixing, editing, sound design for games, audio programming, live, audio post-production, sound system design, psychoacoustics with studies in hearing
- Strong music background in music theory.
- Passionate musician
- Ability to work with small teams of 4 to 6 people & large teams of 35+ people

## EDUCATION & CERTIFICATIONS

Berklee School of Music, Boston MA. <b>Master of Music, Music Production</b>	9/2018 – Present
DeVry University, Addison IL. <b>Bachelor of Science, Game Simulation Programming</b>	6/2016
Columbia College Chicago, Chicago, IL. <b>Bachelor of Arts in Interactive Arts &amp; Media, Game Sound Design and Music</b> <b>Bachelor of Arts in Audio Arts &amp; Acoustics, Sound Engineering</b>	12/2015 8/2002
<b>McCarthy Technologies Bootcamp Certificate of Completion</b>	1/2014

## SUMMARY OF SKILLS

- **Related Experiences:** Passionate musician: guitarist, orchestra percussionist, pianist, clarinetist, string instrumentalist, cellist, and saxophonist – with private training and schooled training, Ear-training, Music theory, the ability of reading sheet music and music scores, Music Business Management, ability to work within the artist's set budget, while producing profitability to my employer, establish solid working relationships with different artists, working with teams to meet quality expectations of projects, consistently meet deadlines and manage multiple tasks by organizing priorities, ability to work with small and large teams, great organizational skills, effective verbal and written skill, strong skills in project management, strong math and physics skills in programming.
- **Specialized Training:** Recording Sound Engineer, Game Sound Designer, Audio Post-Production Engineer, Sound Synthesis, Live Recording Engineer, Audio Programmer, Software Engineer, Live Sound Reinforcement Engineer, Musician, troubleshooting sound equipment, soldering and general knowledge of wiring and electronics, acoustics, studio recording, sound to film, On-Location Recordings, microphone placement, monitors, live equipment, field recording, creatively producing sound effects, ambience, music, Foley, VO, and Cinematic recording, mixing, editing, mastering, implementation into the game world, coding, scripting, and Digital Signal Processing.
- **Software:** Pro Tools, Logic Pro, Sound Forge, Reason, Nuendo, VST, TDM, RTAS, MAX/MSP program, Pure Data, Wwise, FMOD designer and programming, C++, C#, Direct X programming, XNA, Open GL, Microsoft Visual Studio, Microsoft Office, Microsoft Visio, HTML, CSS, Java Script, Java with database programming, JSyn, Adobe Audition, Adobe Flash, Adobe Photoshop, Adobe Illustrator, Autodesk 3ds Max, Sibelius, and Finale.

- **Hardware:** Analog and digital equipment, consoles, portable recording equipment, processors, EQ, patch bay, monitors, cables, microphones: condenser, Omni, dynamic, hypercardioid, bidirectional, cardioid, headsets, wireless, shotgun, ribbon, boom, and binaural.
- **Engines:** Unreal Engine, Unreal (UDK), and Unity Engine
- **Game Projects:** Music app – metronome (In Production), Rage Room – game project (In Production), MIDI Keyboard Design – Java Project (In Production), Attendance Program – (In Production), To The Stars Game Project, The Metacosmic Earth Race (<http://game.colum.edu/projects/spacerace/>), The Adventures of Captain Heart and Friends, Minimized, Element Pong, Zombie Attack (simulation).

## **PROFESSIONAL EXPERIENCE**

### **MUSIC**

- Apollo Music, Inc., Aurora, IL 11/2013 – PRESENT  
 Maywood Fine Arts Association, Maywood, IL 8/2003 – 7/2015
- Teaching private lessons of: guitar, bass guitar, piano, percussion, clarinet, bass clarinet, saxophone, and ukulele to students ages of 6 years to adult
  - Teaching Music Theory, Ear training, and Sight-reading

### **OWNER/ SOUND ENGINEER/ SOUND DESIGNER/ PROGRAMMER**

- Blaz'in Hot Sound Studio LLC, Carol Stream, IL 9/2018 – PRESENT
- Production of sound effects, voice-overs, Foley, ambience, and music for sound design for gaming.
  - Sound for Cinematic
  - Audio Programming
  - Compose music
  - Recording Bands

### **SOUND DESIGN**

- tvledesign LLC, Chicago, IL 7/2015 – PRESENT
- Production of sound effects, voice-overs, Foley, ambience, and music for sound design for gaming.
  - Audio Programming
  - Compose music

### **ASSOCIATE SOUND DESIGNER**

- Paramount Theatre, Aurora, IL 11/2019
- Sound Designing of sound effects, Recording voice-overs, and ambience for Disney production.
  - Editing and Mixing sound effects in ProTools and Qlab.
  - Assisting the Head Sound Designer on audio tasks throughout production.
  - Assisting Head Sound Designer on setting up sound placement for production.

### **FREELANCING SOUND ENGINEERING**

- VNote Recording Studio, Des Plaines, IL 7/2011 – 7/2012  
 Studio Chicago, Chicago, IL 7/2003 – 11/2005  
 Signal Sound Source, Chicago, IL 1/2002 – 6/2004  
 DAM Recording Studio, Chicago, IL 3/2001 – 11/2003
- Production of album recordings for bands and independent projects

### **SOUND INTERSHIPS**

- Planet Sounds Recording Studio, Chicago, IL 2002 – 2002  
 DAM Recording Studio, Chicago, IL 2001 – 2002  
 Steppenwolf Theatre, Chicago, IL 2000 – 2001

## **PROFESSIONAL AFFILIATIONS**

- Member of the Audio Engineering Society (AES) member since 1998  
 Member of Engineering and Recording Society of Chicago (EARS) member since 2012  
 Member of International Game Developers Association (IGDA) member since 2009

Member of Epsilon Delta Pi (EDP)  
National Honors Society (President in 2011- 2012) – DeVry University

2011 - 2012