

JULIE REICH Audio Engineer | Sound Designer

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PROFILE

Dynamic Audio Engineer for Film, TV and Video Games with extensive education and experience in audio Post Production. Julie works successfully in teams and delivers quality sound design with advanced skills using Pro Tools and other industry standard DAWs and plugins. She has worked in Editorial, Foley and Music as well as Recording ADR and Voice Over for feature films, television series and commercials at a fast paced Post-Production House. Julie has created custom SFX, Ambiences, Foley, and composed a Score, with Unity and FMOD integration for various Video Games. She is eager to join an audio Post team to enhance the narrative with sound.

SKILLS

Pro Tools, iZotope RX, Edi Cue Apps, Sound Miner, Waves Plugins, Auto-Align, Fabfilter, Reaper, Fmod, Unity, Adobe Premiere Pro Suite, Kontakt, Final Cut Pro, Basehead, Soundgrain Binaural DAW, Sound Particles Ambisonic DAW, Logic, VCV Rack & Modular Synthesis, Ableton Live, musical background, Fluent in English and French

EXPERIENCE

Vapor Music, Toronto, ON – Audio Engineer

OCTOBER 2023

- SFX CIBC Commercial

POP Sound Inc, Toronto, ON – Audio Engineer

NOVEMBER 2022 - JUNE 2023

- **Meteo Heroes** - Children's Animation TV Show on PBS & Mondo TV (11 Episodes SFX Editor, & Music Editor)
- **Work It Out Wombats** Children's Animation TV Show on PBS Kids (9 Episodes Music Editor)
- **Superbuns!** - Upcoming Children's Animation TV Show (1 Episode - SFX Editor)

TA2 Sound and Music, Toronto, ON – Assistant Audio Engineer

SEPTEMBER 2021 - JUNE 2022

- Recording Voice Over & ADR for Commercial (TV, Web, Radio) & Audiobook narration in-person & via Source Connect
- SFX & Foley Artist, Engineer and Editor
- Music Sync Selection, Editing and Premix for Commercials

Eggplant Picture and Sound, Toronto, ON – Intern

MAY 2021 - AUGUST 2021

- Preparing Ambience, SFX & Foley cues & markers, sourcing props for various upcoming films
- Recording and editing Foley for a big upcoming animation series
- Dialogue sort and edit for a Christmas movie for Hallmark Channel
- Creating ADR cues with Edi Apps & assisting ADR sessions for upcoming films & French commercial
- Preparing Music session layout with specified routing, organizing files to markers, cue sheets & metadata

Milky Bubble Battle Boiz, Video Game, Toronto, ON – Lead Sound Designer

JANUARY 2021 - APRIL 2021

- Custom SFX Creation (Foley, Field Recording & Synthesis) and score using Reaper and Pro Tools
- A 3D Arena Multiplayer Game - Implementation from FMOD to Unity & troubleshooting with team
- Presented at Game Developer Summit 2021

EDUCATION

George Brown College, Toronto, ON – Sound Design & Production (PostGraduate Film, Television & Video Games)

SEPTEMBER 2020 - AUGUST 2021

AWARDS

Ghosts of Camp Picton (2020), Picton, ON – Lead Sound Designer

Innovation Award Nomination from Tourism Industry Association of Ontario

AUGUST 2021

Excellent References Upon Request