

JULIE REICH

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PROFILE

Dynamic Sound Designer for Film, TV & Video Games with extensive education and experience in audio Post Production. Julie works successfully in teams and delivers quality sound design. She has worked in Editorial and Foley and assisted with engineering for feature films, television series and commercials at a fast paced Post-Production House. As Lead Sound Designer for various Video Games, Julie has created custom SFX (Weapon design, Ambiences, etc), Foley, and composed a Score, using Unity and FMOD integration. With advanced skills using Pro Tools and other industry standard DAWs and plugins, Julie is a proficient Sound Designer and Engineer. She is eager to join a team working in Post-Production audio to enhance the narrative with sound

SKILLS

Pro Tools 12 & Ultimate, iZotope RX 7, 8, Edi Cue Apps, Sound Miner, Waves Plugins, Auto-Align, Fabfilter, Reaper, Fmod, Unity, Adobe Premiere Pro Suite, Kontakt, Final Cut Pro, Soundgrain Binaural DAW, Sound Particles Ambisonic DAW, Logic, VCV Rack & Modular Synthesis, Ableton Live, Fluent in English and French

EXPERIENCE

TA2 Sound and Music – Assistant Audio Engineer

SEPTEMBER 2021 - PRESENT

- 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

Omiwatari Documentary (Dir. Zeesy Powers), Toronto, ON – Lead Sound Designer

DECEMBER 2020 - AUGUST 2021

- Editing SFX, Foley, Dialogue & Music, and mixing to deliverable loudness standards with Pro Tools
- Facilitating Narration & ADR recording session using Edi Apps, editing, & delivering final takes to production team
- Audio Repair & Noise Reduction of delivered location recordings using iZotope RX 7 & 8
- Composing, recording, and mixing original music cues and tracks

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 and Production PostGraduate (Film, Television & Video Games)

SEPTEMBER 2020 - AUGUST 2021, TORONTO, ON

AWARDS

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

Innovation Award Nomination from Tourism Industry Association of Ontario

AUGUST 2021 (WINNERS TO BE ANNOUNCED)