

**Summary:**

Sound Designer, Studio Recording Engineer, Music Editor, Studio Tech and Post-Production Specialist who has worked on Video Games, Sundance featured films, PBS animated shorts, and a number of bands, small orchestras, and solo artists. I am also an accomplished, Dialogue Editor, VO Engineer, Mix Engineer, and Music Composer.

**Knowledge:**

Mix Engineer, Recording Engineer, Studio Engineer, Dialogue Editing, Sound Design, SFX Editor, Music Editing, VO, Audio Post-Production, Location Recording, Synthesizer Programming, Audio Electronics, Music Composition, Video production Techniques, Formatting Standards, and Codecs, Equipment setup and troubleshooting, file management, Professional Recording Techniques Live Sound, Sound Reinforcement

**Skills:**

Large format Audio Consoles, Audio Signal Paths Routing, D-Command, D-Control, DSP Efx Processing, Midi, Sound Reinforcement, 5.1 and 7.1 Surround Mixing, Avid Pro Tools HD, BAIS Peak Pro, Adobe Premiere, Apple Final Cut Pro, Unity 3.5, Unreal Engine, Sound Devices, Solid State Logic, Neve, Mackie, Soundminer, Filemaker Pro, MS Office, Windows, Unix and OSX System Administration

**Education:**

**The Art Institute of California – San Francisco**, San Francisco, Ca. 2009 - 2012  
Bachelor of Science in Audio Production, Alpha Beta Kappa honor society, GPA 3.9  
Audio Club Officer, Peer Mentor, Students event Live Sound and Resident School Dj

**California Recording Institute - San Francisco**, San Francisco, Ca. 1999-2000  
Studio Recording Certificate, Overall GPA 3.7,  
Analogue Audio Recording, Pro Tools Digital Recording

**Current Employment:**

**Lab Systems Engineer – Riverbed Technology** – San Francisco, Ca. 2011 - Current  
- Project Management, Unix System Admin, Network Admin, VM System Admin,  
- Purchasing Agent, Data Center Budgeting, Data Center Tech, QA Prototype Systems  
- Manage daily operations and a contracted employees

**Related Work Experience:**

**Live Sound Engineer/Sound Reinforcement – The Café** – San Francisco, Ca. 2009- 2012  
- Drafted Designs and Budget for new Club Sound Reinforcement  
- Live Sound Engineer for Performances and Guest Artist Appearances  
- Resident Dj/Vj, Audio Tech, Troubling Shooting Audio System Issues

**Student Worker Audio Studio - AICASF-** San Francisco, Ca 2009 - 2012  
- Live Sound Engineer for Student Events  
- Studio Tech, Studio Scheduling, Equipment Locker Management  
- Managed, Trained and Scheduled Shifts for Studio Student Workers

**Resident Dj – KNGY 92.7 Fm** 2008 - 2009  
- Music Editor, Producer, Dj, Mix Engineer, Mastering Engineering  
- Imaged Mixes, Added station call sign for FCC Compliance  
- Dialogue Editor, Recoding Engineer For Broadcast Radio Ads

**Studio Manager/Co-Owner– RPM Records** - San Francisco, Ca 2000- 2006  
- Lead Recording Engineer, Vocal Editor, Music Editor  
- Studio Budgeting, Project Management, Studio Scheduling, Studio Tech  
- Responsible for Artist Contracts, Scouting and Copy Right Applications

**Sound Designer/Sound Engineer** - The Western Stage - Salinas, Ca 1999 -2002  
- Designed Soundscapes and Sound Queues for various Plays and Musicals  
- Mix Engineer for live Performances, Sound Reinforcement Design, MS Playback  
- Utilized Cue Player Pro and Designed Multi Speaker Theater Sound Systems

# MARCUS BOGUE

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## Selected Experience/Credits:

<i>Bubble Maze</i> (Puzzle Palace Interactive) San Francisco, Ca	Current
- Lead Sound Designer, Sound Engineer, Sfx Editor	
- Drafted Place Holder Sounds & From Feedback Created Production Audio Assets	
- Optimized Audio Assets for Size and Quality	
- Created Dynamic Sound Scape in Minimal Space	
<i>Steel to Ashes</i> (Ugly Family Productions) - San Francisco, Ca.	2011
- Lead Sound Designer, Sound Effects Engineer, Music Editor, Dialogue Editor	
- Created and Updated Audio Design Documents	
- PC/Mac & Xbox Video Game	
<i>Everything Obsolete</i> (Group Hug Productions, PBS) - Oakland, Ca.	2011
- Sound Design, Dialogue Editing, Music Composition, Music Editing	
- Mix/Re-recordist Engineer, Audio Consultant	
- PBS funded Children's Animated Productions	
<i>How Would You Feel</i> (Truth Films) - San Francisco, Ca.	2010 - 2011
- Dialogue Editing, Sound Design, Mix Engineer	
- Sundance Featured Film 2012	
<i>Elsinore Big Red Button</i> (Ben Kluewer) - San Francisco, Ca.	2011- 2012
- Sound Design, Sound Effects, Music Composition, Mix Engineer	
- Animated Short	
<i>Avarice</i> (Brandon Cunningham) - San Francisco, Ca.	2011
- Sound Design, Sound Effects, Foley artist, Re-Recordist/Mix Mixer	
- Animated Short	
<i>Surreal</i> (Levi Craig) - San Francisco, Ca.	2011
- Music Composition, Music Editor, Second Engineer, ADR & Dialogue Editor	
- Animated Short	
<i>Hang On</i> (ElectroSonic Chamber) - San Francisco, Ca.	2010
- Sound Engineer, Recording Engineer, Mastering Engineer	
- Studio Audio/Video Recording	
<i>Lipstick Conspiracy LP</i> (Lipstick Conspiracy) - San Francisco, Ca.	2010 - 2011
- Sound Engineer, Recording Engineer, Mastering Engineer, Producer	
- Live Sound Engineer for a number of performances	
<i>Drum Sample Library</i> (Kevin Martin) - San Francisco, Ca.	2010
- Recording Engineer, Mastering Engineer, NI Kontakt Compliment	

## Other Activities:

Member Of The Audio Engineering Society, IGDA Member, MMA Member, California Lawyers for the Arts Member, Resident Video Dj for The Café and Winner of 92.7 Ultimate DJ Competition 2008/2009, Independent Internet Tutor/Computer Support for Senior Citizens, Volunteer at Plowshare Nursery, Volunteer Dj for Aids Life Cycle Benefits, Beatport & iTunes Released EDM Productions, Hardware Synthesizer Home Studio, DIY Electrical Engineering and Synthesizer Kits, Started and Headed AICASF Audio Club, Peer Mentor, Alpha Beta Kappa Honor Society