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DAVID KUCZYNSKI

FREELANCE SOUND DESIGNER

EXPERIENCE

Freelance Sound Designer/Composer at Found Objects Music Productions

May 2016 - Present (2 months)

Freelance Sound Designer at Nylon Studios

February 2016 - March 2016 (2 months)

Sound Designer "Beehive" Short Film at Alke Entertainment

January 2016 - March 2016 (3 months)

Production Supervisor "House Poor E02 & E03" at Durable Goods

December 2015 - December 2015 (1 month)

Sound Designer at Concrete Images / Durable Goods

March 2015 - December 2015 (10 months)

Sound Mixer "Juice" Short Film at Ground Hero Film

July 2015 - July 2015 (1 month)

Sound Designer at Hells Kitty

March 2015 - March 2015 (1 month) The work comprises post-production services to be used in producing the comedy horror web-series called Hell's Kitty. The post production services sound design, audio effects and foley.

Sound Designer "Palm Trees" Short Film at Ground Hero Films

March 2015 - March 2015 (1 month) The work comprises of post-production services to be used in producing the short film "Palm Tree". The post production services sound design, audio effects and foley.

Production Assistant at The Black That Follows (Feature Film)

February 2015 - February 2015 (1 month) Responsible for a wide variety of jobs including Prop management, Assisting Art Department, Sound and any other jobs required on set.

Production Assistant "House Poor - TV Pilot" at Durable Goods

January 2015 - January 2015 (1 month) Responsible for a wide variety of jobs including Prop management, Assisting director, Sound & Lighting and any other jobs required on set.

Co-Producer & Field Reporter of Big Bass Party at 105.7 Radio Metro

January 2014 - January 2015 (1 year 1 month) - Weekly Radio show on Gold Coast dance music station. - On Air Co-Presenter - Sourcing new music from various record labels - Conducting Interviews

Sound Mixer at Car Jack (Short Film)

December 2014 - December 2014 (1 month) Responsible for recording the dialogue and atmos sounds on location. - Setup and operation of equipment required to record the audio - Working closely with Director & Cameraman - Applying technical knowledge and experience to equipment such as boom mics, lav mics, processing units, monitoring devices and mixing desks in order to get the best sound onto digital formats. Vimeo file available upon request.

Sound Mixer at Therapy (Short Film)

November 2014 - December 2014 (2 months) - Responsible for recording the dialogue and atmos sounds on location. - Setup and operation of equipment required to record the audio - Working closely with Director & Cameraman - Applying technical knowledge and experience to equipment such as boom mics, lav mics, processing units, monitoring devices and mixing desks in order to get the best sound onto digital formats.

Production Assistant at NOVA Entertainment 106.9 FM

October 2014 - December 2014 (3 months) - Recording Voice over talent via in-house studio or interstate network system.

- Using Pro Tools as primary DAW for recording and editing. - File Management & Carting using the Zetta System. - Liaising with the creative department to reach clients desired goal. # Editing and preparing audio to radio broadcast standards.

Sound Designer at Walter Todd

July 2014 - December 2014 (6 months) Sound Designer: July 2014, "Walter Todd" Short Film • Pre production composition • Conceptualising and Location Sound

Student at SAE Institute

August 2012 - December 2014 (2 years 5 months) Bachelor of Audio Engineering @ SAE Majoring in Composition & Orchestration for Film

Assistant Producer at 4ZZZ

March 2014 - October 2014 (8 months) # Recording and producing spots and promos for Radio using Pro Tools software. - Setting up and operating staging equipment for outside broadcasts and special events. - Working as part of a small specialised team. # Sourcing music and effects for on-air use from a wide network of suppliers # Editing and preparing audio to radio broadcast standards # Assessing of suitable quality of audio for broadcast # Compiling and editing multi-track audio # Voice over work

"Curious City" Sound Designer at Chatwin Productions

January 2014 - June 2014 (6 months) Sound Engineer: January 2014 - Current, "Curious City" Independent Film • Location Recordist, On location boom mic operator • Music Composition and Foley • Work with the Director to reach artistic goal

Music Producer at Go Health Clubs

February 2014 - February 2014 (1 month) Composed original music

Music Composer at Bear Marketing

January 2014 - January 2014 (1 month) Composed original music

"Ennui" Sound Designer at Outer Path Films

September 2013 - December 2013 (4 months) • Soundtrack Composition-Sound based score, ADR and foley work • On location boom mic operator • Post Production & Final Mix

Sound Designer at Pipegames

March 2013 - November 2013 (9 months) Completed internship with Pipegames a Iphone app game design company as a sound designer. • Responsibilities included: Create original environment sound effects • Record environmental sound effects • Compose theme and backing music

"Soft Landing" Sound Designer at Outer Path Films

November 2012 - December 2012 (2 months) • Location Recodist • On location boom mic operator • ADR and foley work

- Work with the Producer to reach artistic goals

Systems Trainer at aXcelerate

February 2010 - June 2012 (2 years 5 months) -To provide training to new and existing staff in a cloud based student management system. -The overall purpose is to ensure consistency and efficiency of use of the system so that new and existing staff are confident and knowledgeable. -Coordinate and deliver targeted training courses to employees in classroom and one-to-one scenario's to deliver training as efficiently as possible, tailoring the style of delivery to the learner's needs. -Develop skills/ knowledge checklists for each area of training appropriate for new users, and enhancement / refresher training for current users. -Provide ongoing support to staff to embed learning either face-to-face or by telephone. -Provide feedback to other IT staff on problems that users experience in order to improve systems over time.

LANGUAGES

Polish

SKILLS & EXPERTISE

Sound Design Music Training Sales Management

Event Management Social Media Social Networking Social Media Marketing Bass

Customer Service Business Development Time Management Entertainment

Music Production Event Planning Digital Marketing Advertising Online Marketing Sound

Pro Tools Audio Engineering Recording Radio

EDUCATION

SAE

Bachelor of Audio Engineering, 2012 - 2014