

DANIEL VIDAL

SOUND DESIGNER &
AUDIO ENGINEER

CONTACT

- 📞 (617) 902-8712
- ✉️ d.vidal92@yahoo.com
- 🌐 www.danielvidal.work
- 📍 Redmond, Washington

SOFTWARE PROFICIENCY

- Avid Pro Tools
- Ableton Live
- Reaper
- Izotope RX
- Wwise



TECHNICAL SKILLS

- Audio recording, editing, mixing and mastering
- Dialogue editing and vocal cleanup
- Mixing in surround sound formats such as 5.1 and 7.1
- Sound effects creation

CREDITS



**Forza Motorsport
(2023)**

WORK EXPERIENCE

Sound Designer & Post-Production Engineer

Turn 10 Studios (via Aquent LLC) - Redmond, WA 2022 - Active

- Edit and clean up all car recordings in preparation for cinematic use.
- Create and archive all manner of sound effects, including race ambience, tires, wind, crowds, mechanical bits, whooshes, etc.
- Create and maintain the studio audio library ready for media use.
- Curate music selection for the Forza franchise streams and promotional content.
- Mix and master Forza cinematic trailers in various formats; including Stereo, Surround 5.1 and 7.1.
- Deliver assets in an organized, and timely manner while achieving the necessary volume specification for various platforms.
- Oversee the entire post-production process from start to finish.

Assistant Audio Engineer

Q Division Studios - Boston, MA 2019-2021

- Assisted in high quality recording sessions, from tracking in-studio, to mixing.
- Prepared and transported audio equipment for events and location recordings, such as "out of the box" recording sessions.
- Prepare both live and mix rooms for an organized and tidy session.

EDUCATION

Savannah College of Art & Design 2021-2022

- **Master of Arts in Sound Design**, focusing on interactive sound for video games and audio post-production for media.

Universidad de los Andes - Bogota, Colombia 2013-2018

- **Bachelor's Degree in Sound Engineering & Audio Production**, focusing on studio recording, editing, mixing and mastering.