

ANDRES FELIPE OSORIO JIMENEZ

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PROFESSIONAL SUMMARY

A creative sound engineer with strengths in recording, editing, and mixing for music, as well as a sound designer for audiovisual production for film, television, and video games. Offering a diverse background with expertise in MIDI protocol, skills in C++ and Matlab programming language and talented in design hardware for electroacoustic systems. Also, experienced in performing the design, assembly and operate sound systems for different environments such as stages, auditoriums, concert halls, theaters, audiovisual and intercom systems.

SKILLS

- Audio recording
- Music production
- Pro Tools
- Field recording
- Managing sound quality
- Sound editing and design
- Audio post production
- Control console operation
- Media production
- Field production
- Collaborative
- Fluent in English and Spanish
- C++ language code
- Matlab
- Wwise

WORK HISTORY

Sep 2018 – Oct 2018
Bogota, Colombia

Sound Designer / Voice Productions

- Sfx editor and 5.1 Re-recording for the short film “Cuerpo Oscuro” by the director Camilo Marciales Avendaño.

Sep 2015 – Nov 2017
Bogota, Colombia

Sound Engineer / Zapatas Producciones

- Recording, mixing and mastering different musical productions, some of the work includes productions for artist such as: “Dinastia” by Jorge Andres Zapata, “bibiana es...” by Jorge Zapata, poems disc of Fabio Polanco in charge of production of Jorge Zapata, musical traks “a que volviste” and “homenaje a la seleccion Colombia” by Albeiro Saenz, among others.
- Collaborated with the producer Gustavo Arenas in a project for Estefania Sierra as a sound recorder.
- Mixer and Mastering engineer for the project “Gracias Maestro” by Jaime Llano Gonzales and Jorge Zapata
- Prepared, packed and transported audio equipment for events.
- Stage manager function for some musical productions like “Iberoamerica Canta”, “Colombia en mi Corazon” , “Grandes Clasicos de la Musica del Mundo”, among others.

Mar 2015 – Apr 2015
Bogota, Colombia

Boom Operator / La Patota Films

- Handle microphones on the actors and boom microphones operator for the motion picture “Rio Seco” by Pedro Hernavella.

EDUCATION

2016
Bogota, Colombia

Associate of applied Science in Sound Engineer
Universidad De San Buenaventura

2017
Vancouver, BC

English Language Courses
Ilac

2019
Vancouver, BC

Associate of Arts in Sound Design for Visual Media
Vancouver Film School

ACCOMPLISHMENTS

- Vancouver Film School projects; Boom Op for the audiovisual production Easy Money, SFX Editor for the Displaced pilot episode, 5.1 Re-recordist and SFX Mixer for the second episode of Displaced, Sound Design and Audio Mixer for the Digital Design Project True News.

AWARDS AND HONORS

- Final year project; Design and construction of a control system for audio editors with integrated communication handing and monitoring.
- Gold Award; Top prize awarded in 2016 by the Audio Engineering Society (AES) in the contest Student Design Competition for the project grade; Design and construction of a control system for audio editors with integrated communication handing and monitoring.
- Final year project; Sound design and sound re-editor of the short film Hyper-Reality.