

RIAN MUSIAL

rianmusial.com	+1 (317) 892-4203	Will Relocate
rianmusial@gmail.com	+1 (317) 694-8748	Will Travel

Education:

Indiana University – Purdue University at Indianapolis Dept. of Music & Arts Technology; Indianapolis, IN; Bachelor of Science in Music & Arts Technology With Distinction; 2015

Experience:

- Freelancer; 2015 to present
 - Composed, mixed, and mastered recordings for videos
 - Designed and implemented clean code for mobile apps
 - Web Designer; rianmusial.com; 2015 to present
 - Created and maintained website
 - Sound Engineer; Girls Rock! Indianapolis; July 2015
 - Ensured quality audience experience
 - Ensured quality recordings of performance
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Volunteering:

- Audio Lead; Every Night Productions; March 2015 to December 2015
 - Advised producers on audio process
 - Ensured quality recording and edits
 - Composed thematic ideas
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Projects:

- Far Cry 4 Reveal Trailer Sound Replacement; Capstone; 2014 to 2015
 - Sound Designer; Codename Color; Videogame; 2014 to 2015
 - Game Developer; Call of Duty: Black Ops II web game; school project; 2014
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Software/Language skills:

<i>Item:</i>	<i>Familiar since:</i>	<i>Item:</i>	<i>Familiar since:</i>
Pro Tools	2013	Sony Vegas	2011
Cakewalk Sonar	2011	Unity Game Engine	2015
Logic Pro	2014	Photoshop	2013
Sound Forge	2012	HTML, CSS	2012
Audacity	2011	JavaScript	2013
Max/MSP	2013	Python	2014
Premiere Pro	2014	C, C++, Java, C#, PHP, Git	2015

Languages:

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|-------------|--------------------|--------------|-----------------|
| • English | native speaker | | |
| • French | functional fluency | (CEFR B2/C1) | (ILR Level 2/3) |
| • Esperanto | limited fluency | (CEFR B1) | (ILR Level 2) |
| • German | beginner | (CEFR A2) | (ILR Level 1) |