



RYAN PEOPLES

SOUND DESIGN COMPOSITION SOUND ART

address

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Profile

Creative sound designer, composer, and editor with ten years of experience. Mastery of a variety of roles including composer, supervising sound editor, sound designer, ADR recordist/mixer, recording engineer, mixing engineer, and mastering engineer. Adept at assisting clients to find and realize a sonic vision for their project or product.

Skills

Experienced in a wide variety of professional audio equipment, including sound mixers, portable recording devices, microphones, digital control surfaces, multiple DAWs, Fairlight systems, and a multitude of recording procedures and techniques

Pro Tools HD 9 Operator certified

Accomplished composer for film, animation, and other types of visual media

Skilled in recording, mixing and editing sound effects through foley techniques and through synthesis platforms such as Max/MSP

Recorded, edited and mixed many ADR and voice over sessions

Trained and experienced in stereo and surround sound mixing for visual media and music

Gifted in studio etiquette and able to anticipate, articulate and meet the needs of clients

Industry Experience

Sound Designer, Company 3 Sound, Atlanta, GA 2016-Present

Sound Design, sound editing and mixing across a variety of different media including commercial work, video games, television and film. Work closely with clients in the room and out in a fast paced post-production environment.

Ryan Peoples Sound, Atlanta GA, 2008-Present

Sound Design, composition and sound art across a multitude of different media including commercial work, short films, feature films and art installations.

Clients

Coca-Cola Company, PNC Bank, United Way, Sanderson Farms, RedBull, Georgia Lottery, Georgia Natural Gas, Sweetwater Brewing Company, University of Arizona, Columbus State Community College, DFCS, Cinemark, Dunkin Donuts, The Giving Kitchen, Atlanta Hawks, Atlanta Magazine, Cotton and Steel, Bitter Southerner, among many others, with agencies such as JWT, BBDO, Chemistry, Blue Sky, PM3, VML, Iris, 22squared, Moxie, Ogilvy

Education

Savannah College of Art and Design, Savannah, GA - Masters of Fine Arts in Sound Design, 2006-2009

University of Georgia, Athens, GA - BA in Psychology, 2001

Teaching Experience

Audio Production Faculty, Art Institute of Atlanta Atlanta, GA 2009-2012, 2013-2016

Taught a variety of audio-based classes including Sound Design, Post Production, Field Recording, and Studio Recording

Designed curriculum and developed lesson plans, testing materials with both written and hands-on methods

Referrals Upon Request