

# Alysha G. Bermudez

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## Education

University of Southern California  
B.F.A – Sound Design

Graduated 05/2019

Los Angeles City College  
Certificate in Theatre Technology

Graduated 06/2015

## Work Experience

### Outloud Audio

2021 – Present

#### Assistant Audio Engineer/Runner

- Provide audio technical support to the studio; Performs regular audio workstation and facility maintenance checks
- Deploys, maintain, and tracking projects for the studio.

### EA (Maxis) - Pro Unlimited

2021

#### Voice Editor

- Edited, sync, and comp Simlish samples from recording sessions to compliment characters animations in GP 10 and EP 11.
- Designed UI sound effects for Sims TV Channels

### USC School of Dramatic Arts

2019 – 2021

#### Sound Supervisor

- Implemented theatrical productions in a multi-stage and multi-use environment with a special attention to sound, responsible for the safe and timely implementation of all the sound equipment in School of Dramatic Arts performance spaces. Additionally, remote recorded actors through COMREX Opal.
- Taught portions of Intro to Advance Theatrical Productions and Stage Sound classes, mentored students in their design assignments.

### USC School of Dramatic Arts, Sound Department

2017 – 2019

#### Lead Sound/ Administrative Technical Assistant

- Provided general audio repairs, inventory, and scheduling with four different venues. Also, filled the role as Production Engineer which supported students and guest sound designers in implementing sound designs for School of Dramatic Arts productions.

### Conway Recording Studios

2017

#### Studio Intern

- Assisted in setup and breakdown of recording and mixing sessions, including micing various instruments, patching, headphone cue setup, outboard gear configuration, and final testing of all equipment.

## Selected Credits

There You Are	PC Game	Rong Deng	2021
Sound Editor			
Aria	VR Trailer	Rui Huang	2020
Sound Editor			
Podcast @ SDA	Podcast	USC School of Dramatic Arts	2020
Recording Engineer and Mixer			
Breaking and Entering	Documentary Short	Eleanor Blake	2019
Production sound, Dialogue editor, and mixer			
Ascend	VR Video Game	Audrey Chen	2019
Sound Editor			

## Skills

Computer Skills: Mac OS X • Windows • MS Office Suite • G Suite • Networking

Audio Skills: Dialogue editing • Sound effects design/editing • Foley • ADR • Field recording • Mixing • Console programing

Consoles: Yamaha digital/analog consoles • Digico • Digi Design Icon/ D-Command • Avid S6

Software: Avid Protocols • Qlab • Vectorworks • AutoCad • iZotope RX • Blender • Wwise • Dante Certified

## References

Phil Allen  
Sound Designer  
philipga@usc.edu

Paul Bercovitch  
Sound Editor  
paulbercovitch@gmail.com

Jacquelyn Gratz  
Voice Director  
jgratz@ea.com