

Mary Elaine Lindell

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Programmer/Sound Designer & Digital Audio Editor

Selected Accomplishments

- Imax Presentation – *Penguins: Survivors of the Arctic*
 1. **Project Challenge:** Design, mix, and produce special audio effects, and coordinate efforts with music editor and film composer. Utilize as much of the natural atmosphere sounds from the reels as possible.
 2. **Strategy Implemented:**
 - Created new sound effects by using digital samplers, and selected others from pre-existing works in studio sound library.
 - Extracted and mixed atmosphere sound effects from the master reels.
 - Combined natural atmospheric sounds with synthesized effects and synchronized tracks to film.
 3. **Result:** Enhanced natural vocalization of penguins and flying bird calls, sounds of splashing water, flowing rivers, streams and ocean waves, polar bear walking through the snow, rabbit and arctic fox chase scene, etc.

- Intuition Games, Corp.
 1. **Project Challenge:** Compose, engineer, and produce theme music and sound effects for action-oriented games that are played on CD-ROM and video game consoles.
 2. **Strategy Implemented:** Interviewed project directors, staff engineers, and beta-testers to see what music style they thought would be most appropriate for each game.
 - Spent several hours playing computer game(s), and when appropriate, attended real sporting events to understand and assess its surrounding culture.
 - Composed and programmed various themes and motifs for consideration, and sought the opinions of the project team members again.
 - Developed themes and motifs into a complete composition for the game and the various stages thereof.
 3. **Result:** Top-selling, award-winning games. One review in *MacWorld* read: “Intuition’s *Stampede* is a thrill to play...and you never get tired of the music, which is so common with games today.” *PC Gamer* wrote, “Their (Intuition Games, Corp.) soccer game is the best yet. With superb graphics and high intensity music. It’s no wonder this company’s stock is soaring!”

- Heavy metal/rock band – Yard Sausage
 1. **Project Challenge:** Keyboard/synth preparation for upcoming U.S. and subsequent world tour. Design and implement synth patches that will also complement concert pyrotechnics.

2. **Strategy Implemented:**
 - Contacted band's record label, producer(s), and session players to determine keyboards and patches used on current and previous recordings.
 - Programmed recreation of the synth patches used on band's previous four albums.
 - Designed easy-to-use, systematic access to patches, using only two controllers and a few sound modules.
 - Attended two band rehearsals to work closely with tour keyboardist, ensuring accuracy, comfort, and satisfaction of programming design.
3. **Final Result:** The band had one of the most spectacular and top-grossing tours of the year, and they were able to meet their goal of utilizing only equipment from manufacturers with which they presently have an agreement to endorse.

EXPERIENCE

Sound Assured Production Studios, Carlsbad, CA June 2000 – present
Sound Designer/Programmer

Design and program sound effects; conduct digital audio editing; produce, compose, and engineer projects for corporate clients.

Toxic Sound, Van Guys, CA May 1999 – June 2000
Sound Designer/MIDI Technician

Maintain, research, and recommend sounds and effects for inhouse studio sessions and prepare keyboard/synth patches for upcoming professional tours. Serve as sound/MIDI consultant for recording studios and film/TV projects throughout the western US.

SKILLS & KNOWLEDGE

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| <ul style="list-style-type: none"> ➤ Production, engineering, hard disk recording, and nonlinear editing ➤ Programming/synthesis ➤ Advanced MIDI systems ➤ Mixing techniques ➤ Modular functions and signal flow | <ul style="list-style-type: none"> ➤ Implementing digital audio, video, and imagery into the latest media formats ➤ Principles of audio and acoustic technology ➤ ProTools, Sound Designer, Peak, Director, MS Suite, and FileMaker Pro |
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EDUCATION

Berklee College of Music, Boston, MA December 1998
 Bachelor of Music - Major: Music Synthesis

Senior Project: MIDI Glove – Worn on the hand and is complete with triggers and sensors to operate computer, select and play MIDI patches like a virtual keyboard or synthesizer (patent pending).

AWARDS

- ❑ **2000 & 2002 Outstanding Service Awards** Recipient - Sound Assured Production Studios.
- ❑ **2002 Excellence in Gaming Award** – *PC Game Magazine* for work on the game, *Pizza Delivery*.
- ❑ **2001 Golden Reel Award** – Motion Picture Association for work on the IMAX presentation titled, *Penguins: Survivors of the Arctic*.
- ❑ ***** **SEE NEXT PAGE**

NOTES

This resume begins with Selected Accomplishments, which is a separate section from Experience. Since Mary has so many accomplishments in the two positions that she has worked in, one creative way to reveal the quality and type of work that she is capable of doing is by presenting a project's spotlight. In this case, three project challenges are presented and she takes us through the stages of successful completion of them.