

David J. Schmidt

Audio Engineer – Acapella Audio
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Skills

- Sound designer in stereo and surround for video games, film, television, corporations, media consultants and government agencies
- Record, edit, and mix music in stereo and surround
- Familiar with all major music and sound effect libraries
- Location Sound Recordist and Boom Op for film, video and new media
- Systems Administrator for a facility-wide audio network
- Design, construction and wiring for state of the art Digital Audio/Video Post-Production studios
- Classically trained pianist
- Wwise Certified
- Emmy Award Winner

Clients

Post Production Mixes in Stereo and Surround

- Video Game Developers – Pinger (StickWars 1 and 2)
- Numerous Feature and Short Films
- Discovery Channel, TLC, National Geographic Channel, Animal Planet, History Channel, Discovery International, Arts and Entertainment, Travel, Discovery HD, ABC News, CSPAN, Speed, CNBC and HGTV
- Corporate and government client such as: Mission Hospital, TSA, FAA, Kodak, MCI, Exxon-Mobil, Homeland Security Administration, and Ten Capitol

Location Sound Recordist / Boom Op

Productions include:

- Ludus Productions - “Hunger Games”
- Field Recordings for numerous Sound Design projects
- ESPN College Football
- Google – “Moogfest”
- Reveille Studios - “Biggest Loser”
- BET - “Vindicated”
- DIY Network - “Blog Cabin”
- HGTV - “Dream Home”
- ABC – Good Morning America
- Travel Channel - “Zorb”
- TLC - “Trading Spaces”
- Triage Productions - “MadHouse”
- Fox Business News – Campaign Coverage
- CNBC - “Wal-Mart” Documentary
- NBC - “Biltmore Estate”
- BBC Documentary - “Georgia”
- DIY Network - “Heinz Short Stories”
- Presidential Political Campaigns
- CBS – “Under the Dome”
- Cherokee Nation National Marketing Campaign

Software/ Equipment

Post Production

- Nuendo 7 Digital Audio Workstation
- AudioKinetic Wwise
- Pro Tools, Sony Sound Forge, Bias Peak
- Fairlight FAME2 Digital Audio Workstation with MFX3 and MediaLink
- Solid State Logic (SSL) ScreenSound DAW with Sound Net
- Various mixing consoles: SSL, SoundCraft, API, Yamaha, and Soundtech
- Synthesizers: Moog, ARP, Korg, Kurzweil, Roland, Oberheim, etc.

Location

- Zaxxcom Deva 5.8
- Sound Devices Mixer/Recorders
- Zoom R8
- Sanken COS-11 Lav, CS3e Shotgun mic
- Neumann mics
- K-Tek, Vdb Boom Poles
- Lectrosonics Wireless Transmitter/Receivers
- Rode Shotgun mic
- Experience with much more equipment

Experience

Owner / Sound Designer

November, 2004 to Present
Acapella Audio, Asheville, North Carolina

Location Sound Recordist

1993 to Present
Freelance

Managing Sound Designer

October, 1991 to November 2004
MVI Post, www.mvipost.com, Seven Corners, Virginia

House of Worship Installation Designer

January, 2001 – November 2004
Abiding Presence Lutheran Church

Assistant Engineer

January – September, 1991
Bias Recording, Springfield, Virginia

Theater Sound Designer

September, 1989- May, 1991
AU Student Union Theater

Live Sound Engineer

May 1989 – October 1990
Price Stevenson Acoustic Research

Education

The American University, Washington D.C.
BA, Audio Technology, Minor in Music Theory, May 1991
Omega Recording Studios, Rockville, MD
Certificate, Audio Engineer, May 1991
AB Tech, Asheville, NC, 2014-2016
Certificate, Intro to C++, Intro to SQL, Intro to Java, Intro to Ruby
AudioKinetic
Wwise Certification, July 2016
Code School
Sequel to SQL, November 2016