

ERIC WILLHELM

37-15 79th Street, #1 • Jackson Heights, NY 11372 • (917) 690-2202 • ewillhelm@earthlink.net

PRODUCTION PROFESSIONAL WITH A STRONG FOUNDATION IN

AUDIO ENGINEERING • MUSIC COMPOSITION • VIDEO EDITING

FOR WORK SAMPLES PLEASE VISIT THEWILLHELM.COM

PROFESSIONAL PROFILE

- Highly skilled at engineering audio for a variety of media, including film, television and digital/online
- Serve as lead audio engineer on a diverse array of projects, including commercials, promos, video games, museum audio tours, radio programs, audio books and Foley/ADR/ISDN sessions
- Lead project audio components for a broad client range, from corporate to media companies, including Continental Airlines, Spike TV, ESPN, Showtime, Ubisoft, Hachette Audio and KAOS Studios, among others
- Adept at video editing from initial to final cut, with a special emphasis on refined audio elements
- Specialize in key aspects of producing crisp audio, including music composition and production; sound design, mixing and editing; field recording/ENG; Foley/ADR; and voiceover recording, editing and direction
- Manage up to five people on multi-component post-production teams
- Possess a broad array of technical skills, from shooting and editing video to complete audio post-production
- Apple-certified in Final Cut Pro

HIGHLIGHTS

- Mixed sound and produced effects for *Homefront*, a new video game release from THQ/KAOS Studios
- Designed all sound and wrote all original music for Continental Airlines' in-flight entertainment network, covering bumpers, promos and interstitials
- Composed original music and responsible for sound design for television commercial spots promoting titles by New York Times bestselling authors such as John Grisham, Carl Hiaasen and Dean Koontz, among others
- Composed original music for the audio book of Stephen Colbert's *I Am America (And So Can You)*
- Mixed sound and dialogue from hundreds of different voice actors on Ubisoft's *I Am Alive* videogame
- Responsible for all audio services at a New York video post-production facility, working on everything from location sound to audio post

RECENT EMPLOYMENT HISTORY

Freelance Video Editor and Audio Engineer | 1996—Present

CDM Studios (New York, NY) | *Audio Engineer* | 2007—2009

IKA Collective (New York, NY) | *Audio Engineer and Composer* | 2004—2007

EDUCATION

University of North Carolina (Greensboro, NC) | *BA in Communications (Broadcasting/Cinema)*

TECHNICAL SKILLS

Pro Tools 9; Reason 5; WaveBurner; Toast; Waves 8; Sony Vegas 10; Digital Performer 6; Final Cut Studio: Final Cut Pro, DVD Studio Pro 4, Compressor 3, Soundtrack Pro 3 and Motion 4; Avid Media Composer 5; QuickTime Pro; Adobe After Effects 10; Adobe Photoshop CS4; Microsoft Office; deep understanding of Mac and PC hardware, software and networking; skilled shooter on a variety of digital video camera packages; accomplished musician (keyboard and drums)