

Cody Pawlak

Chicago Suburbs, IL
CpawsMusic@gmail.com

Education

University of Illinois Urbana-Champaign
Bachelor of Arts in Music Technology
GPA: 3.57

Urbana-Champaign, IL
Start: Fall 2015
Graduated: May 2017

Illinois State University
GPA: 3.52

Normal, IL
August 2013 – May 2015

Experience

Cpaws Music

May 2017 – Present

Sound Designer (Freelance)

- Composed music of various genres for several video game soundtracks
- Designed and implemented sound effects for numerous video game titles
- Engineered, mixed and mastered countless tracks of music

Knox-Array Event Production

March 2016 – May 2017

Sound Technician (Employed)

- Assisted in the Monitor/FOH engineering at Summer Camp Music Festival 2016
- Solely responsible for the live audio mixing and lights for the Downtown Champaign Music Festival
- Worked with setting up audio equipment, rigging lighting and staging

Krannert Center for the Performing Arts (KCPA)

March 2016 – May 2017

Audio Engineer (Employed)

- Participated in KCPA audio production for Resident Producer series and Marquee series
- Worked with voice actors to record and mix their audition material to send to major commercial companies
- Mixed live acts and responsible for the recording of artists
- Used Pro Tools for the editing and mixing of numerous recording sessions

DREAM Studio

September 2015 – May 2017

Treasurer / Social Media Chair

- Mentored high school students in music creation, interpretation, recording and performance
- In charge of advertising and promoting performance and outreach events on social media

Personal Projects

Electronic Music Composition

Music Producer

- Synthesize electronic dance music through a digital audio workstation
- Very experienced with a vast variety of audio editing plug-ins such as EQ, Compression, Reverb and many others
- Experience with analog and proficient with digital processing during my mixing and basic mastering sessions
- Recorded vocalists as well as editing and processing the vocals to sound professional and clear

Post-Production & Video Game Sound Design

- Experienced with recording and editing sounds to create a believable atmosphere and scene
- Programmed, designed and composed sounds and music for various video games
- Edited video, designed sounds, mixed/edited audio for short video clips

Achievements

- Dean's List for Spring 2015 at Illinois State University, National Society of Collegiate Scholars, Sigma Alpha Lambda National Leadership and Honors Organization

Skills

Digital Audio Workstations: Pro Tools, FL Studio, Ableton Live, Logic Pro X

Software: Unity Game Engine, Wwise, Shotcut Video Editor, OBS Studio, Max MSP 7, Microsoft Office

Coding Languages: JavaScript, Python, C++, HTML, Visual Basic