

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)

- Composing music of various genres for several video game soundtracks
- Designing and implementing sound effects for numerous video game titles
- Engineering, mixing, and mastering countless tracks of music
- Creating a successful brand from scratch through self-marketing
- Editing dialogue to ensure smooth and professional quality audio

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)

- 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

- Synthesized electronic dance music through a digital audio workstation
- Knowledgeable with a vast variety of audio editing plug-ins such as EQ, Compression, Reverb and more
- Recorded vocalists as well as editing and processing the vocals to sound professional and clear

Post-Production & Video Game Sound Design

- Experienced with recording foley and editing sounds to create immersive atmospheres and scenes
- Programmed, implemented and composed sounds/music for various video games
- Edited video, designed sounds, mixed/edited audio for short film clips

Achievements

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- 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, Davinci Resolve 15, OBS Studio, Microsoft Office

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