

# AVRY LUY

## Sound Designer | Technical Sound Designer

Email: [avryluy@mailbox.org](mailto:avryluy@mailbox.org)

[Personal Website](#)  
[IMDB Credits](#)

Phone: (414)-217-1255

### BIO

Experienced film audio professional with a passion for games and a strong understanding of game audio tools and techniques. Skilled in sound design, editing, source-recording and implementation using industry-standard software such as Wwise and REAPER. Proven ability to create immersive and engaging audio experiences that enhance user-experience. Strong background in film audio and a deep understanding of audio aesthetics. Committed to collaborating with storytellers and creatives of any medium to bring their vision to life through outstanding audio design.

### SKILLS

REAPER, Pro Tools, sound design, field recording, Foley recording, iterative asset management, SourceTree, Source Connect, iZotope RX, Sounds In Sync ADR tools, SoundMiner. Hands-on experience with Unity, Wwise, C++, and Python.

### WORK EXPERIENCE

#### FREELANCE SOUND DESIGNER

*Avry Luy Audio | February 2016 - Present*

- Dialogue edited 5 short-form and 3 feature-length films, managing multiple characters & microphones. Experienced with spectral repair.
- Foley Artist for 4 feature-length films.
- Sound designed over 6 animated short films, starting from animatic to fully rendered film. Additionally provided final mix stems.
- Edited an audiobook that was distributed on Audible.
- Sound designed a mobile game developed with Phaser JS. Experienced with audio conversion and design iterating based on in-game sync of visual assets.

#### SENIOR SOUND EDITOR | ADR COORDINATOR

*Undertone Music Inc. | February 2017 - May 2019*

- Dialogue edited over 8 long-form television episodes, which relied on tonal consistency for each talent from episode-to-episode.
- Senior Foley Recordist for 5 feature-length films. Managed scheduling, recording, and editing of all Foley.
- Assisted Sound Supervisor with training with 4 interns in sound recording and editing skills. Delegated the workload and managed time-sensitive schedules.
- Sound edited 15 feature-length films.
- Aggregated talent scripts into EdiCue and exported ProTools cue tracks/markers and cue sheets for the engineer, director, and talent.
- Managed session and sound stage preparation, including Source-Connect tests with remote studios.
- Engineered and directed talent for over 30 voice-over sessions for commercial advertisements, internal training videos, bilingual instructional programs and corporate podcasts.

#### AUDIO EDITOR

*Marketing Architects | August 2016 - August 2018*

- Audio editor and mixer for over 100 radio spots, mixing each spot to RMS standards for radio broadcast.
- Performed cleanup of 1,000+ ISDN dialogue recordings and EQ matching to legacy spots.
- Implemented quality control and spliced new recordings into 1,000+ legacy spots for re-broadcast with new call numbers.
- Tested Binaural sound design in a dozen new spots, including vocal talent recording. Audio was recorded through a binaural microphone, designed with spacial awareness, specifically with a podcast audience in mind.

### EDUCATION

Bachelor of Arts, Cum Laude, Audio for Visual Media

*Columbia College Chicago, 2012 - 2015*

### REFERENCES

TOM HAMBLETON, MPSE

Studio Owner, Supervising Sound Editor

[tom@undertonemusic.com](mailto:tom@undertonemusic.com)

IAN MCCLINTOCK

Sound Designer/Location Audio Lead

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