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# Angie Gecosky

angieaudio.com

## PROFESSIONAL EXPERIENCE

### Ohio Light Opera— *Sound Assistant*

May 2023 - July 2023

Sound designing, live mixing, setting up the sound system, and preparing equipment shows during the 2023 summer season.

## PROJECT WORK

### *Anatomy Of Gray— Sound Designer*

Aug 2023 - Nov 2023

Sound designing with other students for a university production.

### *The Witcher— Sound Designer and Mixer*

January 2023 - March 2024

Building a script, sound designing, recording, and editing a radio drama of “A Grain of Truth,” a story from *The Witcher*, with a group.

### *Recording Class— Recording Engineer*

January 2023 - April 2023

Practicing microphone placement and recording techniques through in class roles, assignments, and projects.

### *Video Game Sound Design— Sound Designer*

January 2023/24 - April 2023/24

Designed sound and provided audio stems for two video games in partnership with students from UW Stout.

### *Rossum's Universal Robots— Sound Designer and Live Foley*

September 2022 - October 2022

Worked with a team to provide both live foley and playback sound design for a live staged radio drama.

## OTHER EXPERIENCE

*Imagining Impossibilities Exhibit— Brightsign Programming & Button Board*

*Radio Dramas and Short Films— Sound Designer*

*A Christmas Carol and Backstage Work— Paint Crew*

*SoundGirls MTU Chapter— Treasurer on Executive Board*

## SKILLS

Proficient with

-Protools, Logic Pro, & Reaper

-QLab

-Sibelius

-TheatreMix

Familiar with

- Premiere Pro

## REFERENCES

**Christopher Plummer,**  
Professor, Sound Major  
Advisor  
cplummer@mtu.edu

**Kent Cyr**  
Professor, Technical Director  
kacyr@mtu.edu

## EDUCATION

Expected Graduation Dec 2025

**Michigan Technological  
University**

*Sound Design BA,  
Media Production Minor*  
GPA 3.78

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