

## **KYLE KRAMER**

Audio Engineer

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### **EDUCATION**

University of Michigan

MA Media Arts 2012

BFA Performing Arts Technology 2010

### **EMPLOYMENT**

#### **Adjunct Audio Instructor, The Art Institute of Michigan - January 2016 to present**

Teaching courses in audio production to students pursuing a Bachelor of Science degree. Subjects have included recording, mixing using software and SSL duality console, using outboard gear and a patch bay, editing across multiple DAWs, synthesis, MIDI, FX processing, composition, music theory, production sound, distribution, interactive media, and electronics.

#### **Audio Engineer, Celldweller Productions - Spring 2014 to Fall 2016**

Studio engineer for world-renowned film music and video game composer Celldweller, in all areas of audio production. Programmed audio software for Refractor Audio, a subsidiary of Celldweller Productions. Other duties ranged from recording, editing, mixing, and mastering for sound tracks and sample packs, building and repairing synthesizers, installing and maintaining studio equipment.

#### **Virtual Instrument Programmer, Cinesamples - 2013 to 2015**

Developed audio software for orchestral samples recorded at Sony studios in Los Angeles to be triggered and manipulated through a software interface which allows users to achieve realistic and highly musical results.

#### **Video Game Sound Designer, Rustbucket Rumble - 2014 to 2015**

Released on Steam, by Reactor Zero.

#### **Adjunct Audio Instructor, International Academy of Design and Technology 2013 to 2014**

Teaching college level courses ranging in audio production, digital media production, image composition, media distribution, and project management.

#### **Interactive Audio Designer, Human Biomechanics and Control Lab at U of M - 2012**

Programmed a 3D spatial-gesture based synthesizer which mapped physical movement to sound. The intention was to provide the brain with another link to motor skills aiding in stroke rehabilitation of motor function. ([www.inertialsound.wordpress.com](http://www.inertialsound.wordpress.com)) Also aided in data collection of 3D motion tracking and metabolic rates of test subjects using specialized equipment. Frequent use of MatLab and Max/msp programming software.

#### **Multimedia Consultant, Digital Media Commons at U of M – 2011 to 2012**

### **HONORS**

MoFilm Production Grant '15

MoFilm Production Grant '14

MoFilm Production Grant '13

Graduate Student Research Assistance Fund '12

### **REFERENCES**

David Wertheimer -Technical Services at AI – 248.675.3819 [dwertheimer@aia.edu](mailto:dwertheimer@aia.edu)

James Rhodes - Co-owner at Celldweller Productions - 319.671.0661 [james@fixtonline.com](mailto:james@fixtonline.com)