

Franklin Vaughan

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Audio Production & Post-Production Professional

Experienced professional with solid history of success as freelancer and in-studio specialist in feature films, short films, commercials, and Broadway. Highly adept at working on-set and behind scenes within sound department. Strong ability to manage projects from concept to completion ensuring on-target, on-budget, and on-time results. Well-versed at finding and telling compelling stories. *Areas of expertise include...*

PRODUCTION	MULTIMEDIA	POST-PRODUCTION
• ProTools HD • SoundMiner • Source Connect • AVID MediaComposer • Adobe Premiere Pro	• Project Management • Microsoft Office Suite • Adobe Photoshop • Adobe Audition • Matchbox	• DaVinci Resolve • iZotope • Evercast • Slack • Process Improvements

Professional Experience

Freelance Audio Engineer/Sound Designer/Sound Editor/Sound Mixer

Franklin Vaughan Sound Services, New York, NY/ Lexington, KY 2010-Present

Mix, record, and edit sound for diverse array of feature/short films, commercials, promotions, and Broadway. Manage budgets and provide equipment and resources necessary for success. Work on films that showed at festivals and theaters and broadcast and webcast commercials. Supervise multiple projects. Utilize various techniques in studios and live settings. Communicate project development, status, and design with clients. Develop client base through word of mouth, recommendations, and networking.

KEY PROJECTS:

- **Feature Films** – *Dakota* (2018), Sound Designer, Re-Recording Mixer; *Jackrabbit* (2015), Assistant Sound Editor; *My Name Is David* (2015), Sound Mixer; *Born to Fly: Elizabeth Straub vs. Gravity* (2014), Sound Mixer; *The Quitter* (2014), Sound Mixer; *Indigo* (2014), Sound Mixer; *Wear* (2014), Sound Mixer; *Hitting the Cycle* (2012), Sound Mixer.
- **Short Films** – *Gangrenous* (2020), Sound Mixer/ Sound Designer/ Re-Recording Mixer; *The Beast* (2020), Re-Recording Mixer; *The Next Chapter* (2016), Supervising Sound Editor/Re-Recording Mixer/Sound Mixer; *My Heart Is All I Have* (2016), Foley Recordist; *The Limit* (2016), Supervising Sound Editor/Re-Recording Mixer; *Off & Away* (2014), Sound Mixer; *Foureyes* (2016), Supervising Sound Editor/Re-Recording Mixer; *W8* (2012), Sound Designer/Re-Recording Mixer; *The Magic Opera* (2010), Supervising Sound Editor/Re-Recording Mixer; *Perception of Chance* (2010), Supervising Sound Editor/Re-Recording Mixer; *Arise* (2010), Sound Designer/Composer.
- **Broadway** – *iLuminate: Artist of Light*, New York, NY (2013-2014) Sound Effects Editor/
- **Commercials** – *Eicholtz Law Firm- TV Spots* (2016), Sound Mixer; *Memorial Sloan-Kettering Cancer Center, Dr. Richard O'Reilly Profile* (2012), Sound Mixer; *Chantecaille- How To: The Fall Collection* (2012), Re-Recording Mixer/Sound Mixer.

Sound Designer/Sound Editor

Q Department, New York, NY. 2020-2021

- Creation, sound editing, implementation of audio content for a fast paced production line of advertising commercials, short films, films, and VR projects.
- Worked closely with Creative Directors and Audio Directors to create compelling soundscapes for trailers, demos, commercials, VR, Sonic Branding, and more.
- Designed original, innovative, and emotionally compelling sounds.
- Mixed and managed dialogue assets.

continued...

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- Oversaw sessions (recording, foley, mix, AAF/OMF conversion, etc.).
- Prepared, mixed, and printed project presentations with audio lay-backs.
- Coordinated incoming and outgoing project materials.
- Studio and production data management.

KEY PROJECTS:

- **Google Search For Belonging** (2020) Dialogue Editor/Mixer, **Squarespace: Launch It** (2020) Sound Designer/Sound Editor, **Squarespace: Skate** (2020) Sound Designer/Sound Editor, **The Elder Scrolls Online: Gates of Oblivion Trailer** (2021) Sound Editor

Volunteer Technical Director

Second Stories Podcast – Vienna, VA 2018-2020

Edit and Mix Podcasts for multiple subscription services including iTunes, Google Play, and Spotify. Manage file hosting, submissions, posting, RSS feed, and ID3 tags.

Sound Mixer / Audio Consultant

People's Television – New York, NY 2019-2020

Provided consultation on production sound techniques and supplied production sound services to commercial projects

KEY PROJECTS:

- **Be A Hero-Matt Giles: Personal Struggle** (2020); **SportsHosts: Common Ground** (2020)

Sound Mixer / Assistant Sound Editor

Neighborhood Watch, New York, NY, 2012-2016

Served as sound mixer for *Blue Ruin*, winner of FIPRESCI Prize at Cannes Film Festival. Chosen as assistant sound editor for *Super Dark Times*, winner of Best Sound Design at International Music + Sound Awards. Worked on two promotional commercials including as music supervisor and re-recording mixer.

KEY PROJECTS:

- **Feature Films – *Super Dark Times*** (2017), Assistant Sound Editor; ***Blue Ruin*** (2013), Sound Mixer.
- **Commercials/Promos – *Shaw's Grocery- Better & Better Commercial*** (2014), Sound Mixer; ***C Wonder- About the Company*** (2013), Sound Mixer/Music Supervisor/Re-Recording Mixer.

Sound Mixer

Picture Farm Production- New York, NY, 2014-2015

Supplied production sound services to various projects featuring use of multi-camera and tracking live musical performances.

KEY PROJECTS:

- ***Blue Buffalo- Home 4 the Holidays SPCA Celebration*** (2015), Sound Mixer; ***VIBE Magazine- V Sessions: Jazmine Sullivan*** (2014), Sound Mixer; ***SPIN Media and Microsoft Connect Sessions*** (2014), Sound Mixer; ***Porter Novelli- Inside the Company*** (2014), Sound Mixer.

Sound Mixer

One Thousand Percent, New York, NY, 2013-2014

Provided sound and re-recording services for two projects. Worked on production sound services for two primary projects for high-end clients that went to webcast.

KEY PROJECTS:

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- **Seattle's Best Coffee- Instagram Coffee Hacks Series** (2014), Sound Mixer; **VOGUE- Tamara Mellon's Closet** (2013), Sound Mixer and Re-Recording Mixer.

Audio Quality Controller

Audioworks Producers Group, New York, NY, 2014

Reviewed, edited, and arranged ADR sessions for International cartoons. Included workflow into session templates proving helpful without being prompted. Created simpler method to log ADR information to avoid confusion and allow easier access.

KEY PROJECTS:

- **Egyxos-** Episodes 121, 122, 123, and 124.

Freelance Sound Editor/Assistant Sound Editor/Apprentice Sound Editor

Tandem Sound: New York, NY/Los Angeles, CA, 2010-2014

Consulted on overall design of soundtracks, developing strategies and timelines to stay on budget and on schedule. Mixed, recorded, and edited sound for diverse array of feature/short films and commercials. Annotated cues and spot templates for sessions. Set up and managed 5.1 Surround Sound Mix Room and audio equipment. Communicated project developments, status, and design with clients. Prepared and recorded laybacks and stems meeting deliver requirements including M&E's. Spotted Foley sessions within budget while improving productivity by 40%. Helped secure new workflows raising productivity, reducing time spent on certain tasks, and producing new storytelling and character development. Developed strong understanding of all aspects of audio post production resulting in helping manage and complete projects while collaborating with other editors and producers. Worked on projects accepted to Venice International Film Festival, Toronto International Film Festival, and Sundance Film Festival. Recorded Foley, ADR, and Sound Effects for various projects.

KEY PROJECTS:

- **Feature Films – Last Weekend** (2014), Sound Effects Editor/Foley Editor; **The Observers** (2013), Sound Editor; **A Novel Romance** (2011), Sound Editor; **About Sunny** (2011), Sound Effects Editor/Foley Editor; **Dark Horse** (2011), Assistant Sound Editor; **An Encounter with Simone Weil** (2010), Sound Editor.
- **Short Films – Braaains!** (2011), Sound Editor; **For the First Time** (2010), Sound Editor.
- **Commercials/Promos: History Channel- Loading Dock Promo**, (2011), Sound Designer, Sound Editor; **Lenovo ThinkPad X1- A Day in the Life of an X1 Doer** (2011), Sound Designer, Sound Editor; **Google Demo Slam-Darelle Revis posterizes Stoudemire**, (2011), Sound Editor; **Johnson & Johnson/OWN Network's Masterclass Promotion- Stayfree** (2011), Sound Editor.

Foley Editor

Harbor Picture Company- New York, NY, 2013

Worked closely with Editorial to complete Auto-Conform duties. Spotted and edited projects in Foley, ADR, and Loop Group. Co-managed ADR sessions.

KEY PROJECT:

- **God's Pocket** (2014), Foley/ADR editor.

Sound Editor

Wildfire Studios- Los Angeles, 2012

Served as dialogue and sound editor for one primary assignment.

KEY PROJECT:

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- **Lovelace** (2013), Dialogue Editor/Sound Editor.

Sound Designer, Re-Recording Mixer, and Sound Mixer

Thump Recording- New York, NY, 2011-2012

Sound Mixed commercials for high-profile clients. Sound Designed and Mixed Crystal Moselle's short film "The Poison Hit" within award-winning documentary "The Wolfpack." Delivered jobs with high marks providing additional assignments.

KEY PROJECTS:

- **Short Film: *The Poison Hit*** (2011), Sound Designer/Re-Recording Mixer.
- **Commercials: *OMG Fast Internet - Joe Namath & Jessica Namath Spot*** (2012), Sound Mixer; ***American Express & Facebook- Casale Jewelers*** (2011), Sound Mixer.

Intern

Dubway Studios: New York, NY, 2012

Handled client services, studio maintenance, setting up sessions for engineers, and production audio.

KEY PROJECT:

- **Archer- *Season 3 DVD Commentary- Adult Swim***, Boom Operator.

Education and Training

Bachelor of Fine Arts in Sound Design, Savannah College of Arts and Design, Savannah, GA (2010)

AVID ProTools HD Certified Operator, 2010