

JADE DICKEY

AUDIO ENGINEER

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ABOUT ME

I'm a rising senior at Belmont University with a deep passion for audio engineering and music. I have a strong background in the recording industry and post-production, allowing me to develop essential skills for a good audio engineer. With an extremely hard-working, driven, collaborative, and creative mindset, I love working with others to bring any and all types of sound and music to life.

EDUCATION

Belmont University

Bachelor of Science
Audio Engineering
Classical Piano Minor

2020-2024

Cumulative 3.93/4 GPA

EXPERTISE

Pro Tools Ultimate
Izotope RX Programs
Sound Design/Foley
Recording & Mixing
Songwriting & Production

EQUIPMENT

SSL Origin Console
Behringer X32
Zoom f8n
Sennheiser H6
Sony UWP-D11 Lavs

AUDIO EXPERIENCE

Seismic Sound Summer Intern March 2023-Present

Responsibilities include working in a professional studio environment to assist and learn about the recording, mixing, and editing process for the 2023 CMA Fest. I have also been the post-audio engineer on a sci-fi comedy film, Clone Cops. My responsibilities involve sound design and dialogue editing and mixing.

Film Sound Designer/Foley Artist 2020-Present

4 Short Film Credits, 1 Reel

Beginning as an assistant under Leah Puffenberger I began taking on solo projects for short films. My latest solo project involved me doing the audio from start to finish, from location recording to dialogue editing, mixing, foley, and sound design.

Video Game Sound Designer & Music Composer 2020-Present

2 Video Game Credits, 1 Reel

Currently working as Lead Sound Designer for the developing game Brave Little Ghostie by QwertyCast. My roles include creating sound effects for every component of the game as well as composing music for the game. I was also previously hired to compose 3 original songs for a developing VR Game, Dancing With Goblins.

Location Recordist 2020-Present

5 Short Film Credits

Assisting on 2 short films under Leah Puffenberger I moved on to do solo location recording for 3 more short films. I have a deep proficiency in sound mixing, recording, and mic setup.

AWARDS

AirWiggles x A Sound Effect Sound Design Contest Winner 2023

Won overall contest out of 153 contestants, received the overall "Airwiggles" award

MUSIC EXPERIENCE

Personal Releases

1+ million streams across streaming platforms

2018-Present

Since 2018 I've released 7 singles and 1 EP. My discography comprises of a mix of covers, originals, and paid works for a developing VR game.

Classical Piano Background

Poitr Folkert, Kristian Klefstad

2007-Present

With over 15 years of training in piano with a focus on classical technique, I have a deep knowledge in music theory and composition which I've applied in my songwriting as well as professional compositions for games.