TANAJA HALL

Audio Engineer | (484) 364-0114| Mixedbytanaja@gmail.com

Skills Summary

Dynamic and motivated professional who is proficient with many software programs like Pro Tools, Logic Pro, and Melodyne. Skilled in recording studios and live sound using various mixing consoles and controllers like: Mackie 32/8, Mackie 16 VLZ, Behringer X32, Midas M32, Toft ATB32, and Avid C-24. Dependable and organized team player with the ability to communicate effectively and efficiently.

Education

THE FLORIDA INSTITUTE OF RECORDING, SOUND, AND TECHNOLOGY • JULY 2019 • DIPLOMA

FULL SAIL UNIVERSITY • SEPTEMBER 2017 • ASSOCIATE DEGREE OF SCIENCE IN RECORDING ARTS

Recording Arts and Show Production

Program includes emphasis in the following:

Fundamentals of Sound, Session Set-Up and Organization, Digital Audio Workstation Editing and Mixing, Equalization, Compression, Delay, Reverb, MIDI Production, Jingle Production, Radio Commercial Production, Podcasting, Remixing, Signal Flow, Patch-bays, Recording, Hybrid Analog/Digital Studio Editing and Mixing, Front of House Mixing, Live Sound Recording, Staging, A/V Technology Applications, ADR Recording, Field Recording, Game Audio, Foley, Sound Design for Visual Media, Soldering, Scoring, 5.1 Mixing, Mastering, Sound Reinforcement. Not to mention multiple class projects in the following subjects of:

Music Production, Recording Arts, Show Production, Mastering, and Sound for Visual Media.

Academic Experience

Key projects included:

Diamonds by Rihanna (Remix) – Produce own beat from scratch in Logic Pro X with the use of MIDI and/or Apple Loops, as well as mixing and mastering the final product in Pro Tools and Studio One.

Class Song – Create song from scratch with classmates in an analog studio. Participation included production, singing, recording and mixing.

Podcast – Create topic, record, and edit topic.

Band Project (studio and live) – Record sound and video of band through analog & digital boards, setting up and breaking down, as well as mixing, mastering, and synchronization of final product.

Sound for visual media project (World of Warcraft) – Stripped the audio of a video game trailer completely and recreated it with the use of Foley, ADR, sound design, and scoring. I helped create the score, most of the Foley, as well as the voice of the main character and had the pleasure of mixing the final product in 5.1 on a C-24.

Mastering – Master all projects done throughout the program using various software's including Pro Tools, Logic Pro X, and Studio One.

Audio Work Experience

AUDIO ENGINEER • DE3 STUDIOS • MAY 2020 – AUGUST 2020

Record, mix and master various artist and personal clientele, as well as train interns and sanitize all equipment before and after use.

AUDIO ENGINEER & PRODUCER • ATLANTA HD STUDIO • AUGUST 2019 – MAY 2020

Record clients, mix songs, produce beats, and train interns. Since my start date I've worked with various artists and continue to build my list of clientele.

AUDIO ENGINEER & PRODUCER • FREELANCE • SEPTEBER 2017- PRESENT

Produce, record, mix, and master songs. Current projects include mixing and mastering for artist Kenny Koughs EP "The Faded: Hypermaniac". Mixing and mastering all music released by artists Pilot Swaggin', Drilla4L, C.H.O.W, Heatfeen, as well as various other artists from time to time,

AUDIO ENGINEER INTERN • TRACKSET RECORDING STUDIO • JANUARY 2019 – AUGUST 2019

Record and mix songs as well as radio edits.