

ZACK FRANK

CONTACT

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zackfrankmusic.com

Music Reel

Sound Reel



SOFTWARE

- Logic Pro
- Pro Tools
- Ableton Live
- Reaper
- Izotope RX
- Cubase
- Vienna Ensemble PRO
- Wwise (C#)
- Finale
- Digital Performer
- Unity (C#)
- Jira / Slack
- Microsoft Office/G Suite
- Descript
- Adobe Photoshop

SKILLS

- Scoring to Picture
- Sound Design
- Songwriting
- Orchestration
- Field Recording
- Podcasting
- Guitar/Piano/Voice
- PROs and Sync Licensing
- Audio and Video Editing
- Arranging

INTERESTS

- Film/Game Events
- Visual Art/Illustration
- Virtual/Augmented Reality

PROFILE

Creative thinker and technically-minded composer and sound designer who is well versed in composing music and creating sound for various genres gravitating towards ambient music and sound design that spans the spectrum of atmospheric sound that evokes a sense of calm and contemplation to dark ambience that lends itself to horror and suspense.

EXPERIENCE

Sound Designer and Composer (Freelance), New York Metro Area | Aug 2019 - present

Freelance musician with experience across a spectrum of roles currently working within the entertainment industry with a focus on podcast audio and sound design.

Audio Engineer/Sound Designer, Various Podcasts, Remote | Jan 2021 - present

- Edit and adjust gaps/pauses for appropriate pacing in literview based podcasts
- Sound design and composition for underscore and voice over segments
- Edit audio, mix individual voice and music tracks, and master all elements of audio to prepare podcasts for distribution
- Coordinate with multi-disciplinary team consisting of podcast producers, production managers, creators, and hosts for production timelines and revisions

Music Assistant, Independent Artist (Muted Circus), Remote | Jul 2020 - Jan 2023

- Prepare music files for custom audio library
- Transcribe and edit scores for all song recordings

Composer/Songwriter/Producer, Various Projects, Remote | Aug 2019 - present

- Compose and produce instrumental tracks for music libraries
- Collaborate with songwriters to record voice, piano, and midi instrument tracks
- Perform, record and produce songs for clients

Music Instructor, So I Heard Music, Northvale, NJ | Oct 2023 - Present

- Lessons for beginner to intermediate in voice, guitar, piano and music production
- Create individualized lesson plans applying music theory, technique and technology

Professional Vocalist, Grace & Holy Trinity Episcopal Church, Richmond, VA | Sept 2021 - Oct 2023

- Leader and conductor for the Compline Choir (Quartet Choir - Sung Service)
- Bass and Tenor vocalist (Primary Bass)
- Solo cantor, choral quartet singer, and choir member

Music Studio Intern, Q Department, New York, NY | Jun 2018 - Aug 2018

- Composed music demos for TV ads based on customer briefs and fast turnaround time
- Helped prepare and set up microphones for recording sessions
- Music catalog tagging, data entry, and management of audio assets

Video Game Composer, Berklee and Northeastern Game Jams, Boston, MA | Oct 2015 | Apr 2018

- Participant in *48-Hour Game Development Festivals* collaborating with video game designers working within a team
- Composed and implemented music and sound effects using Wwise (C#)
- Worked in Unity (C#) to build a 2D game

EDUCATION

Berklee College of Music, Boston, MA | 2015-2019, Graduated Cum Laude May 2019

Bachelor of Music in Film Scoring with Minor in Video Game Scoring | Voice Principal

Additional activities:

- Vocalist, PXL8 Video Game Choir | September 2015 - May 2019
- Member, Film Scoring Club | September 2015 - May 2019
- Member, Video Game Music Club | September 2015 - May 2019
- President, PXL8 Video Game Choir | September 2017 - May 2019
- Company Manager, Musical Theater Club | September 2017 - May 2019