

Dominique Gohre

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Skills

- Digital Audio Workstation Experience: Pro Tools, Logic Pro X, Reaper, Ableton Live, FL Studio, Studio One, Garage Band.
- Experience with gear: Digital Consoles, Digital Outboard gear, MIDI, Audio Interfaces, Studio Monitors, Line in & Out cables, Microphones Stands, Pop Filters.
- Musical background in: Composition, Music theory, Keyboards, Digital Drums, Pianos, Strings, Synths, Singer, Songwriter, Rapping.
- Software proficiency with: Microsoft Office, Word, Excel, PowerPoint, Mac Pages, Keynote, iMovie, Wwise, Final Cut Pro, Sibelius.

Prepared for entry-level industry position in the recording and audio-visual communications industry, such as remote recording engineer, sound effects editor, assistant engineer, sound designer, and mix engineer. Skilled in Computer based, project-studio productions, ability to record and mix audio for music projects, games, new media, video, television, and film.

Education

Full Sail University, Winter Park, FL
Audio Production Bachelor of Science
GPA: 3.1

Class of 2021

Academic Experience

Advance Audio Techniques - Developed workflows and strategies for producing high quality results in music production projects.

Contemporary Production Techniques - Develop skills for Sampling, Loops, MIDI, and Live recording to craft modern hits.

Game Audio Production Techniques - Focused on creative design in address the considerations of audio behavior for game.

Other Experiences

Vocal Techniques - Online
Audio Postproduction
History of Recorded Music
Project and Portfolio VI - Audio Production
Fundamentals of Music Business
Project and Portfolio V - Audio production
Listening Skills for Audio Professionals
Popular Culture in Media
Mixing Techniques
Musical Sculpture and Analysis
Sound design for Games
Audio Workstations
Sequencing Technology
Fundamentals of Music
Recording Principles

