



Patrick Cotham

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Objective

Seeking an internship position in Sound Design

Career Related Experience

- Sound Designer, *4 for Adventure* Savannah, Georgia, Spring 2009
- Recorded and edited ADR, Edited sound effects and interface elements.
 - Assisted implementing with audio creators, Daren Malley and Max Steiner.
- Sound effects Editor, Foley artist, *One Trillion Years B.C.* Savannah, Georgia, Spring, 2009
- Edited sound effects and recorded Foley for student film by David Kaplan.
- ADR Designer, *Nazi Dinosaurs from Planet X* Savannah, Georgia, Spring 2009
- Recorded dialogue and edited ADR for student film by Winston Booth
- Sound Designer, *Catflap* Savannah, Georgia, Winter 2008
- Recorded and edited sound effects and edited sound student animation by Jocelyn Cofer.
- Sound Designer *Freelance Music recording* Manchester, New Hampshire, 2007 - 2008
- Recorded vocals, edited and completed final mix of several music tracks and sessions produced by Ronald Melton.
 - Collaborated with producer and talent to create final tracks.
- Sound Designer, *Kid Robot* Savannah, Georgia, Spring 2006
- Recorded sound effects and edited sound for two animations by student, Matt Johnson.

Education

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|---------------------------------------|--------------------|------|
| Bachelor of Fine Arts in Sound Design | Savannah, Georgia, | 2010 |
| Bachelor of Fine Arts in Animation | Savannah, Georgia, | 2006 |
| • Deans List Fall 2008 | | |

Skills

- **Certified in Pro Tools 7.4.**
- **Strong understanding of basic recording techniques.**
- **Experience recording live talent for ADR, Foley and music.**
- **Strong understanding of 5.1 surround sound.**
- **Firm knowledge of a variety of microphones and position techniques.**
- Familiar with audio/visual editing programs such as Adobe Premier, Audition and Final Cut Pro.
- Proficient with Adobe Photoshop and SoundMinor.
- Familiar with Macromedia Flash, Animo Package, Flipbook, and Adobe Illustrator and Microsoft Office Package.
- Comfortable working in both Mac and PC environments.

Other Experiences / Interests

- Gained knowledge of game design and production in classes at the Savannah College of Art and Design.
- Avid console and PC gamer.



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References

Robin Beachamp

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John Sisti

Professor of Sound Design at the Savannah College of Art and Design
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David Stone

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Jason Maurer

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