



Bob Weitz

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OBJECTIVE

I am currently exploring employment opportunities in the Audio Engineering field in the Los Angeles area.

QUALIFICATIONS

Extensive experience in the feature film & television industry in Hollywood (IATSE 700). Expertise in digital audio recording and mixing, Pro Tools, digital video, high definition projection, Final Cut Pro, Avid Media Composer, Mac OS, computer networking, screening room design, dubbing stage design, and 35mm film projection. Worked primarily as a sound engineer in postproduction mixing, ADR, foley, and scoring, as well as having mixed audio for several feature films, television shows, and numerous music projects. I have expertise in many legacy analog formats as well as state-of-the-art digital processing.

EMPLOYMENT

Sound Engineer, Todd-AO Studios, Hollywood

General design, installation, and maintenance of feature film/television dubbing stages and ADR studios, including setup and wiring of machine rooms, computer networks, digital projection, Pro Tools systems, and digital mixing consoles.

Dreamworks Animation

Mix tech duties for "Turbo" at Dreamworks' in-house mix studio.

Freelance Projects

Design and build acoustic treatments (absorbers, diffusers, and bass traps) for private project studios. Studio wiring, maintenance, service, and repair on a freelance basis.

Broadcast Studio Engineer, Westlake Village Studios

General engineering in a television studio, including setup for live and taped broadcasts, satellite program ingest, and general installation, wiring, and maintenance of broadcast, computer network, and editorial equipment.

Field Service Engineer, Euphonix/Avid

Installation and service of recording studio and broadcast digital mixing consoles.

Project Engineer, RH Factor, Burbank

General design and installation of feature film/television dubbing stages and ADR/foley studio, including setup and wiring of machine room, Pro Tools systems, and digital mixing consoles.

Chief Engineer, Post Production, Metro-Goldwyn-Mayer Studios

Responsibilities include design and maintenance of 18 picture and sound editorial suites primarily cutting on AVID and Pro Tools, 3 screening rooms and engineering assistance for our shows beginning at the start of their shooting schedules, for hi-def dailies, editorial setup, and outside screenings.

Sound Engineer, Sony Pictures Studios

General design, engineering, and maintenance for feature film dubbing stages, including setup and maintenance of analog and digital recorders; Setup of Pro Tools systems, setup of analog and digital mixing consoles. **(2000-2001)**

Prior employment experience includes audio manufacturing, research & development at JBL and Infinity. Customer Service at TEAC. Many years of stage and sound experience as a musician in the studio and on the road.

AWARDS / ACHIEVEMENTS

In 1998, the Academy of Motion Pictures Arts and Sciences honored me with a Technical Achievement Award for improvements in optical soundtrack alignment.

- Recording studio engineer
- Active performing musician
- Musical instrument maintenance and repair
- CD Mastering
- Designed and built custom stage and studio sound equipment including mixing consoles, amplifiers, speaker systems, custom Pro Tools installations.

EDUCATION

1985 ITT Technical Institute, Associate of Applied Science Degree,
Electronics Engineering Technology.
Valedictorian

REFERENCES

References available upon request.