

brendan.julian@gmail.com

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San Diego, CA 92056

Portfolio

- www.brendanjulianaudio.com

Accolades

How to Disappear Narrative Short Film
- CSU Media Arts Festival Best
Narrative Winner (2022), Coronado
Film Festival (2023) Official Selection.
Credited as Editor, VFX Artist, Sound
Designer, Production Mixer and
Composer

Education And Training

08/2023

Master Of Arts:

Film Production

San Diego State University

San Diego, CA

- 4.0 GPA

05/2017

Bachelor Of Arts:

Film Production

Central Film School London

London, UK

Skills

- DAWs; Pro Tools, Ableton, Logic
- Third-Party Plugins; Waves, Soundtoys
- Interactive Middleware (FMOD, Wwise)
- Audio Library Software (Soundminer, SoundQ)
- Video Game Engines (Unity, Godot)
- Project Management Software (Github, Sublime Merge)
- Video Editing Software; Adobe Suite (including After Effects), Da Vinci Resolve

Brendan Julian

LinkedIn

Bio Summary

I am a sound designer and post-production filmmaker. I have experience in video editing, VFX, sound editing, mixing and mastering.

My multi-field pool of experience allows me to communicate meaningfully to other collaborators across disciplines.

Experience

San Diego State University, College Of PSFA - Lecturer

San Diego, CA

08/2022 - Current

- Instructor for TFM 321, *Sound Design for Film and Television* and TFM 521 *Advanced Sound Design for Film and Interactive Media* in the Television, Film and New Media department of the College of Professional Studies and Fine Arts at San Diego State University

Instructional Technology Services, SDSU - Video Editor, Academic Media

San Diego, CA

01/2021 - 08/2022

- Student-employee at ITS Academic Media, San Diego State University as a videographer & editor. Worked through all levels of production, including videography both on location and in studio, audio/video post-production and final delivery
- Sound designed and implemented assets with FMOD for Unity for an educational game *Anatomy Quest*.
- Worked with a team of editors to brainstorm and collaborate on creative problem-solving for edits, giving and receiving constructive criticism

Aztec Game Labs - Sound Designer

San Diego, CA

08/2020 - 05/2023

- Member of San Diego State extra-curricular video game development club
- recording original samples, fieldwork, foley and synth elements for both micro game jams and long term projects, such as *Pestilence* (2022)
- Working with a team of sound designers, as well as with other departments (art, level design, programming) to build an effective and tonally cohesive audio landscape

PSAV Presentation Services - AV Technician And Front Of House Operator

San Diego, CA

01/2019 - 01/2020

- Set up, operate and strike audio and video equipment for corporate presentations and meetings across the San Diego region. Based at Hilton La Jolla Torrey Pines. Worked in events such as the PGA Farmers Insurance Open.
- As an operator, communicated directly with the clients to meet their specific needs and make any necessary alterations and adjustments.
- Used equipment such as the Roland V-60HD video switcher, SoundCraft digital and analog audio mixers and Panasonic projectors from 6K to 10K projection size.
- Collaboratively worked with a team of technicians, sales representatives and project managers to ensure that all sets are built and run efficiently and in an organized manner.